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INSIDE
THIS ISSUE

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Welcome to Official PlayStation Magazine

SPIN THIS MONTH'S DIGITAL DISC OF DEVILISH DELIGHT AND TRY BEFORE YOU BUY.

ON THE CD



DRIVER 2 PLAYABLE

Tanner has returned and we have churned out an exclusive test drive around Havana in celebration. Race around as much as you like before smashing up the car in front...



SNO CROSS CHAMPIONSHIP RACING PLAYABLE

Don't get cross, get even! Hold on to your beanie and take to the slopes.



X-MEN: MUTANT ACADEMY PLAYABLE

Take out the mutants with some no-holds-barred violence as Cyclops or cool dude Wolverine.



INCREDIBLE CRISIS PLAYABLE

And now for something completely different... Join the weirdness and try these nutty mini-games.



ACTION MAN: DESTRUCTION X PLAYABLE

The man in blue pants is back and you have the chance to drive his car and hunt down baddies.

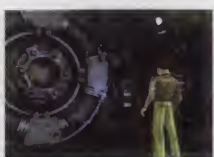


DINO CRISIS 2 VIDEO

Watch the dinosaurs prowl the jungle - if you dare. A blood-thirty T-Rex is after your flesh...

IN COLD BLOOD PLAYABLE

Help! John Cord's career as a spy could be in the balance if you don't help him escape from a bomb blast!



ALIEN RESURRECTION VIDEO

Turn the lights off and hide behind the sofa...

THIS IS SOCCER 2 VIDEO

A quick sniff of Sony's options-heavy soccer sequel.

LEGEND OF DRAGON VIDEO

Three years in the making - check out if it was time well spent or not.



PRINCE NASEEM BOXING VIDEO

The only chance you'll get to see Naz in the ring - he's been canned in place of Mike Tyson.

DOWNLOAD

A complete level of Tenchu 2 - save it on to a Memory Card quick smart!

Official Australian
PlayStation
Magazine 40

Do any of you...

ever read this editorial? It's an absolute nightmare to write every month, and I'd imagine a bit of a shocker to read as well. Each issue I have to try and justify in a few lines why I'm dressed like an idiot at the bottom of the page, point out a few highlights in the magazine, and try to crack the odd joke.

This month, however, is different. Time to get serious. There are important things to discuss. Change is about to occur and we're ready to embrace it. The PlayStation2 is finally here.

Some of you reading this issue may already now be the proud owners of a PS2. The rest of you are, I'm sure, are considering purchasing one. Whatever your current PlayStation preference - be it the original, the PS2, or the brilliant new console, PSone - we're ready to serve your needs. And so from next month, there will therefore be two Official PlayStation Magazines - both with free exclusive demo discs.

We have signed the exclusive rights with Sony Australia to produce PS2 - The Official Australian PlayStation2 Magazine. The first issue goes on sale December 20, with Australia's only PS2 demo disc. For a taster of what you can expect, turn to page 67 for a free 32-page PS2 supplement. It's going to be a great magazine and Australia's only source of official PS2 demos.

For the remaining one-and-a-half million PlayStation owners, fear not - this, the original Official Australian PlayStation Magazine, will continue to thrive. And we'll still supply you with your PlayStation demo disc every month. In fact, we're going to slash the mag's price to make it an even more attractive prospect gamers. It's a great time for PlayStation owners!

Right, that's the serious bit done, what's left? My clothes? Sorry, I may look like an idiot, but that's what I normally wear. Can't justify it this month. Which just leaves the joke. So this lobster walks into a bar...

Rob Key



See page 110 for full playing instructions.

CONTENTS

DECEMBER 2000

#40

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Planet PlayStation



FINAL DAYS TO PS2

9

TOKYO GAME SHOW

12

ISS PRO'S 2ND EVOLUTION

12

ROGUE SPEAR

14

CALIFORNIA WATERSPORTS

14

ORIENT EXPRESS

16

ONE-STOP SONY ONLINE SHOP

18

PSone CARTOON CAPERS

18

FREEBIES

20

BEST MONKEY GAMES EVER

22

PREPLAY

36



36 Final Fantasy IX

38 Chicken Run

40 The Mummy

41 PrePlay Roundup

PLAYTEST

45



46 Crash Bash

48 Tomb Raider Chronicles

50 Spyro: Year Of The Dragon

52 Medal Of Honor: Underground

53 WWF SmackDown 2

54 MTV Sports: Skateboarding

54 MTV Pure Ride

56 Digimon World

56 Ms Pac-Man Maze Madness

58 Incredible Crisis

58 Mike Tyson Boxing

60 PlayTest roundup

REGULARS

29 Feedback

31 It Should Be A Game

32 Back Issues

33 Subscriptions

62 Top 40

64 Take Up The Challenge

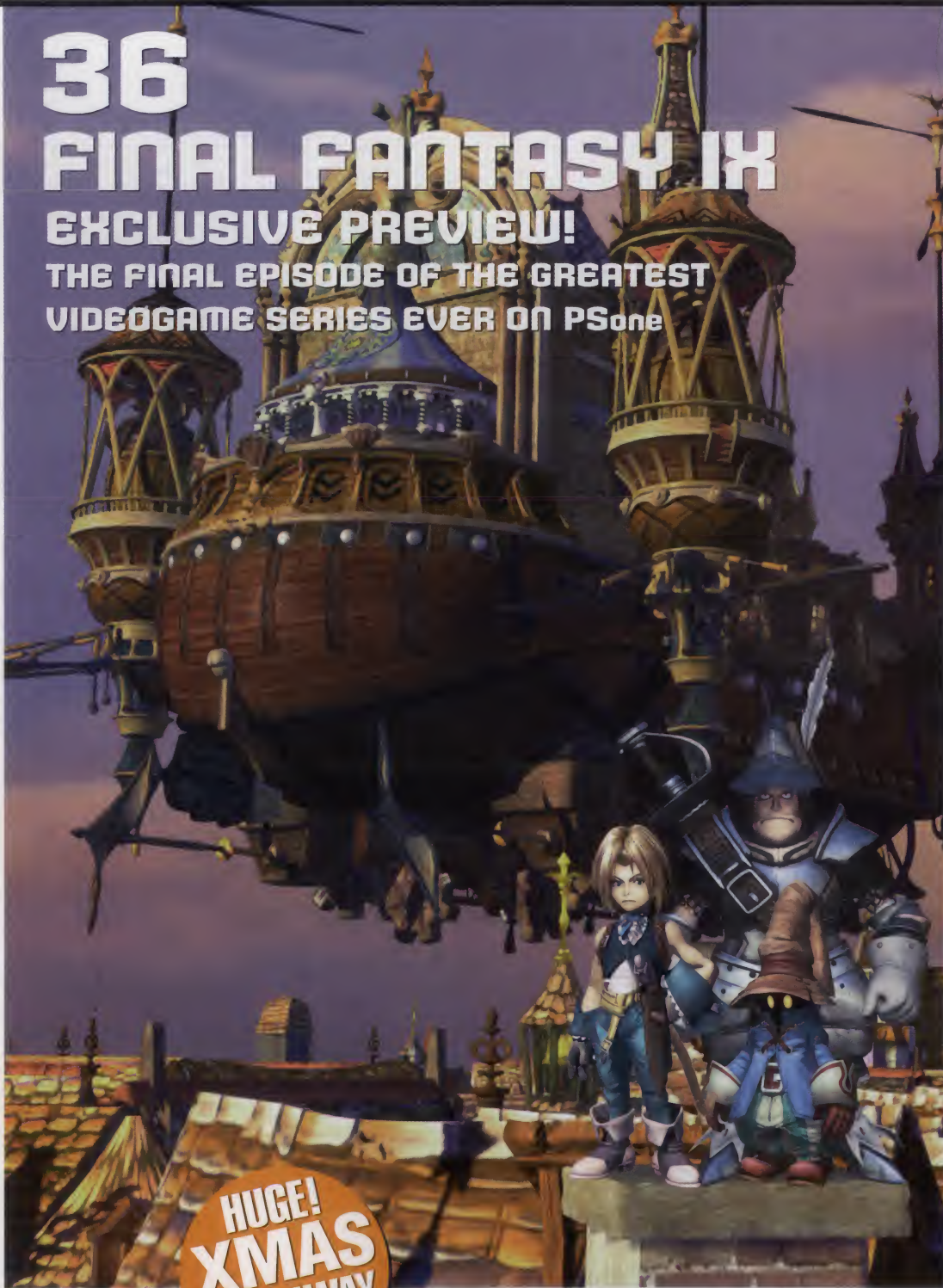
100 No Worries

110 CD Instructions

114 Famous Last Words

AUSTRALIA & NEW ZEALAND'S BEST SELLING VIDEOGAMES MAGAZINE

36 FINAL FANTASY IX EXCLUSIVE PREVIEW! THE FINAL EPISODE OF THE GREATEST VIDEOGAME SERIES EVER ON PSone



**HUGE!
XMAS
GIVEAWAY
PAGE 26!**

102

SPIDER-MAN GUIDE!
BECOME A MASTER
AT THE GAME

The PlayStation2 Supplement | December 2000 | FREE

PS2

FROM OFFICIAL PLAYSTATION MAGAZINE

LET'S PLAY!

PlayStation2:
Games Film
Music Life...

INCLUDING:
Thickin' Up, Ridge V, Timegoblins,
GT3, The Best Films on DVD,
Official Sony Australia Interviews,
The Hottest Music Releases,
And The Huge List Of Electronic
Gadgets You Can Plug In Your PS2
Explained Properly. **FREE!**

**OFFICIAL SCHEDULE
PS2 RELEASES
THE 2001 LINE-UP**

67 PS2 MAG PREVIEW!

FEATURING LAUNCH
GAME REVIEWS,
PREVIEWS, SONY
INTERVIEW, DVDS,
MUSIC AND MORE!

Editorial **Was 99**

**WHAT IS THE
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[PLANET PLAYSTATION]

IF IT'S ABOUT PLAYSTATION AND
IT HAPPENED THIS MONTH, THEN
IT'LL BE IN THE NEXT 26 PAGES...

The Final Countdown

THE PLAYSTATION2 IS FINALLY HERE!

Sony is gearing up for the biggest launch in videogames history in this country. When this magazine first hits the newsstands, the Australian and NZ PlayStation2 launch is just days away on November 30.

With unprecedented demand, a massive launch line-up of over 20 games and limited numbers of PS2 consoles, even the most fanatical PlayStation fan is going to have a tough time getting their hands on a console at launch. Sony has confirmed 50,000-60,000 consoles will be available in Australia before Christmas, and most retail stores and industry analysts believe that demand will far exceed supply.

PSM has also discovered that Sony will host a massive PlayStation2 launch party in Melbourne's docklands on the night of November 29, as well as smaller satellite parties in other capital cities. The Melbourne party will feature a who's who of the Australian entertainment industry, with musicians, TV personalities, film stars and sporting heroes. The invite list includes Russell Crowe, Nicole Kidman, Grant Hackett, Madison Avenue and Baz Luhrmann. PlayStation fans can also win tickets to the event via a radio promotion.

Selected Kmart, Myer, Grace Bros and Games Wizards outlets will be opening their doors at midnight to ensure eager fans waste no time getting their hands on a console.

Sony will not include a Memory Card in the PS2 box, it will retail separately for \$69.95. Additional Dual Shock2 controllers cost \$59.95.

In the US, half a million PlayStation2 consoles were snapped up on October 26 in a massive launch day success for Sony. Many stores opened at midnight and gamers camped outside stores to ensure they got their hands on a console. Sales of PS2 hardware and software on day one exceeded US\$250 million!

With Sony experiencing problems in manufacturing the system's processing chip in sufficient numbers, it is clear worldwide demand for PS2 will outstrip supply for some time. However, Sony believes it is on target to sell 10 million PS2 consoles by next March.

Early last month Sony Computer Entertainment also launched its new PSone console. Sales have been incredibly strong, showing that there is plenty of life left in the original PlayStation console well after the launch of PS2. The PSone is only a third of the size of the original console, but has all the same features and retails for the same price - \$179.

For a full report on the most successful console launch in the history of videogames, check out *Official PS2 Magazine*, on sale December 20.



What's In The Box?



For \$749 you get:
PlayStation2 Console
Dual Shock2 Controller
Power Lead
AV connector
Demo Disc
Instructions

What's On The Demo Disc?



SSX (Playable)
Wild Wild Racing (Playable)
FIFA 2001 (Playable)
Ridge Racer V (Video)
Dead Or Alive 2 (Video)

Kessen (Video)
ISS (Video)
YABASIC (Utility)
Find My Own Way (Technical)



This Launch Will Be A Blast

REVEALED: THE AMAZING, RECORD-BREAKING PS2 LAUNCH LINE-UP



FIGHTING



Dynasty Warriors 2

Publisher: Midas
Developer: Koei
Highly ambitious martial epic in which heroes wade into multiple foes and influence the course of 1,000-man battles. Looks great.



Ready 2 Rumble Boxing: Round 2

Publisher: Midway
Developer: In-house
First swipe on PS2 from the tongue-in-cheek jabber. Loads of outrageous moves and gloriously animated characters. [See review on page 77.](#)



Tekken Tag Tournament

Publisher: Sony
Developer: Namco
Best-selling bruiser doubles up its 39 characters to deliver pixel-perfect arcade action and seven playing modes. [See review on page 72.](#)



Street Fighter EX3

Publisher: Capcom
Developer: In-house
A launch title in Japan, EX3 is another speedy update of the father of all beat 'em ups. The big change is that 10 fighters can battle it out at once.

ACTION



Smuggler's Run

Publisher: Rockstar
Developer: Angel
Off-road driving game which mixes robbery, hill-climbing and resisting arrest. Ram a mate, steal his stash and scarper. [See review on page 80.](#)



Type S

Publisher: EA
Developer: Square
Crisp-looking but wobbly-handling racer tuned for real cars, punishing circuits and plenty of opposite lock. One of the weakest titles in the pack.



Top Gear Daredevil

Publisher: Kemco
Developer: In-house
Join a secret motor club and tear up the streets, chasing rivals, causing chaos and trying to escape from the law.



Wild Wild Racing

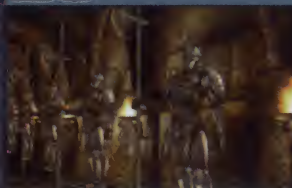
Publisher: THQ
Developer: Rage
4WD off-road buggy driver that mixes time trials and stunt challenges across India, Iceland and the USA.



Disney's Dinosaur

Publisher: Ubi Soft
Developer: In-house
Licence of the year based on Disney's animated epic. Lead fellow dinos in a desperate intercontinental dash to escape extinction.

RPG



Eternal Ring

Publisher: Crave
Developer: From Software
First-person action-RPG involving ring accumulation to gain attacks and abilities. Plenty of text dialogue and mangling of orcs.



Evergrace

Publisher: Crave
Developer: From Software
From's follow-up to *Eternal Ring*, this time featuring real-time talking characters and an extensive character wardrobe. Odd.



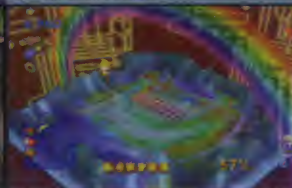
Kessen

Publisher: EA
Developer: Koei
Battle simulation set in feudal Japan. Command mighty armies and overcome RPG-style dilemmas to become top general. Strong Japanese stylings.



Summoner

Publisher: THQ
Developer: Volition
Mythical quest focusing on a party of five adventurers and their demon-summoning abilities. Features real-time battles. [See review on page 78.](#)



Aqua Aqua-Wetrix 2

Publisher: SCI
Developer: Zed 2
A puzzle requiring you to trap and boil off excess water through cunning use of falling scenery pieces and red-hot comets. Port of PC original, *Wetrix*.

PUZZLE



SSX

Publisher: EA
Developer: In-house
Highly anticipated board-based fantasy racer. It may just be the PS2's *Wipeout* and it should loosen your lunch. [See review on page 75.](#)



NHL 2001

Publisher: EA
Developer: In-house
Hard-hitting, puck-splitting US hockey sim. Crunching bodychecks plus plenty of skilful set-ups and snap shots. Should fall into our hands next issue.



Swing Away Golf

Publisher: T&E Software
Developer: EA
Cartoon flavoured swinger with tantrum-throwing players, bonus costumes and its own customisable course generator. [See review on page 79.](#)



ESPN International Track & Field

Publisher: Konami
Developer: In-house
Athletics-heavy button-basher brings competitive four-play to PS2. Out-tap your mates to be first to the tape. [See review on page 81.](#)



ESPN Winter X-Games Snowboarding

Publisher: Konami
Developer: In-house
More realistic snowboarder than *SSX* designed to accurately simulate the sport. [See review on page 79.](#)



DRIVING



F1 World Racing Championship

Publisher: Ubi Soft
Developer: In-house
Arcade-based action marks out this top-flight racer. Expect to set lap records and barge Schuey into the gravel.



Stunt GP

Publisher: Virgin
Developer: Team 17
Radio-controlled car stunt game that incorporates racing elements. Collect aeromiles according to your aerial hang time, then soup-up your vehicle.



Midnight Club

Publisher: Rockstar
Developer: Angel
Point-to-point racer that turns neon-lit streets into a speedway. Ignore the lights but avoid the on-rushing juggernauts. [See review on page 80.](#)



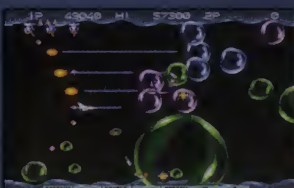
RC Revenge Pro

Publisher: Acclaim
Developer: In-house
Return of the radio-controlled vehicles that want to prove that size isn't everything. A range of huge hazards come as standard.



Ridge Racer V

Publisher: Sony
Developer: Namco
Classic race series ups a gear to come on faster and smarter than ever. Shame about the borders incident. [See review on page 76.](#)



Gradius III and IV

Publisher: Konami
Developer: In-house
Eighties arcade side-scrolling shooter resurrected for PS2 duty. Basic fly and shoot with a fancy rendered intro tacked-on. [See review on page 81.](#)



Silent Scope

Publisher: Konami
Developer: In-house
Prove yourself an ace marksman by taking out terrorists and saving the president. No plastic rifle but plenty of firepower. [See review on page 77.](#)



Timesplitters

Publisher: Eidos
Developer: Free Radical Design
Obscenely pretty first-person shooter takes you time travelling with a satchel of heavy weaponry. Played for laffs, destined to be huge. [See review on page 74.](#)



X-Squad

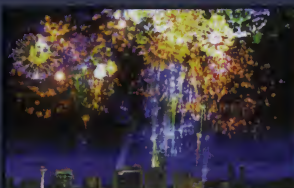
Publisher: EA
Developer: In-house
Third-person 3D shooter. You must send a four-strong team into battle with terrorists, destroy scenery and flip switches. [See review on page 81.](#)



Theme Park World

Publisher: EA
Developer: Bullfrog
Build your own funfair then charge virtual punters a fortune to sample its pleasures. An entertaining strategy game.

SPORTS



Fantavision

Publisher: SCEE
Developer: In-house
Psychedelic pyrotechnical extravaganza. Engineer a stunning light show in this surprisingly addictive flash 'em up. [See review on page 78.](#)



Super Bust-A-Move

Publisher: Acclaim
Developer: Taito
Worryingly addictive puzzler (all consoles must have one) in which bubbles must be burst and opponents buried. Cruelty in its purest cartoon form.



FIFA 2001

Publisher: EA
Developer: In-house
The best-selling PSone soccer game lays on the style with more animation, crisper collisions and over 10,000 players. [See review on page 79](#)



ISS

Publisher: Konami
Developer: In-house
Japanese star kick 'em up comes to Europe with real player names and faster, more fluid gameplay. The N64 style-version rather than *Pro Evolution*. [See review on page 81.](#)



Madden 2001

Publisher: EA
Developer: In-house
All-time great series invites you to taste the pain of American Football. Stunning detail, plush graphics and smart tactics.

PLATFORM



Rayman Revolution

Publisher: Ubi Soft
Developer: In-house
Sleeveless 3D leaping aimed at ankle-biters. Cute and colourful levels, well-animated enemies and abundant power-ups.



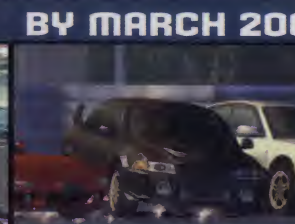
BEFORE CHRISTMAS

At least another 13 games will become available including those listed below.

- **Cool Pool** (Take 2 Interactive)
- **Dead Or Alive 2** (Sony)
- **F1 Championship Season 2000** (EA)
- **F1 World Grand Prix** (Konami)



- **H3o Surfing** (Take 2 Interactive)
- **Moto GP** (Sony)
- **NBA Live 2001** (EA)
- **Orphen: Scion of Sorcery** (Activision)



BY MARCH 2001

Sony is promising 50 more releases, here are some of the highlights:

- **Dark Cloud** (Sony)
- **Formula One 2001** (Sony)
- **Gran Turismo 3** (Sony)
- **Knockout Kings 2001** (EA)
- **Project Eden** (Eidos)
- **Star Wars: Starfighter** (LucasArts)
- **The Bouncer** (Square)
- **The World Is Not Enough** (EA)
- **Unreal Tournament** (Eidos)
- **Wipeout Fusion** (Sony)



BYTES

Paul Anderson (*Mortal Kombat* and *Event Horizon*) will direct the \$40 million *Resident Evil* movie, set for release on Halloween 2001. Based closely on the classic gaming series, the film tells the story of a military super computer that has malfunctioned and turned hordes of scientists into seething zombies. Shooting starts in Europe in January.

Sales of the new **PSone** console in Australia and around the world are exceeding Sony's expectations. Last month, sales of the PSone in the UK were 13,000 in the first weekend of trading, and Sony Computer Entertainment reports it is struggling to satisfy demand in this country, even with the impending release of PS2. In Japan, Sony is selling over 20,000 PSone consoles per week and PSone games account for 57 per cent of the total videogames market. Great news because a healthy PSone market will ensure games keep rolling.



The brilliant *TOCA: WTC* is released in America this month but not as we know it. Called *Jarret & Labonte Stock Car Racing*, it's been warped for US gamers into a muscle car-bound prang-fest that obviously suits the game's bloodthirsty damage model perfectly. Full of American drivers we've never heard of and remodelled US cars and tracks, *Stock Car Racing* is otherwise very similar to our beloved *WTC*.

Acclaim has announced the release of extreme dirt biking sim *Freestyle Motocross McGrath Vs Pastrana*. Z-Axis, developer of *Dave Mirra's Freestyle BMX*, is behind the title, which features the two hottest stars of supercross in a combination of tricks and racing. You'll be able to race as either Pastrana, the 16-year-old X-Games gold medallist, or Jeremy McGrath in locations including Loch Ness and Tombstone. *McGrath Vs Pastrana* should skid into view before Christmas.



Asian Sensation

KONAMI DOMINATES TOKYO GAME SHOW

The crowds flocked once again to this spring's instalment of the bi-annual Tokyo Game Show, with people pouring through the doors of the Makuhari Messe Exhibition Centre to check out the latest in the world of videogames.

Konami dominated the show with an enormous stand featuring 54 PSone and PS2 games. Stealing the show in the playable games category was Hideo Kojima's mech warrior opus, *Z.O.E.* Cut-scenes flashed with robots flying round a futuristic landscape, light glinting off armour, and rockets whizzing at targets in flurries of flame. *Silent Hill 2* and *Metal Gear 2* were also a joy to behold.

With eight halls crammed wall-to-wall with games, there was plenty to play. Koei's upcoming *Winback* came on like *Metal Gear*, Taito's *PowerShovel De Go* digger controller smashed up the virtual building site, and Enix showed off *Bust-A-Groove 2001* with its happy-clapper peripheral. Konami's time-travelling

adventure *Shadow Of Memories* unfurled like a complex novel.

Elsewhere, all manner of exciting techno gizmos were being unveiled, the like of which we'll be seeing here very soon. Thanks to developer Sunsoft, we saw PS2 hooked up to a printer, linked to a digital camera and even online – via the company's online station.

Developer Enter Brain was showing off *Panzer Front* on PSone via a pair of most unusual peripherals. The screen was contained within a pair of Olympus-built glasses that plugged straight into the back of the PlayStation, while the sound was supplied by a pair of enormous headphones.

Come the end, 136,400 people left the show with a better idea of what they'll be after in their Christmas stockings while we're left to wait until next show, when a gentlemen on the Konami stand implied there might well be a playable *MGS2*. Expect the crowds to really roll out for that one...



Crowds at the Tokyo Game Show swarmed the *GT3* stand for a blast round Trial Mountain, but it was *Silent Hill 2* that spooked 'em...

Cry Wolf

TWO FLOCK 'EM UPS HEADING TO PLAYSTATION SOON

Infogrames is working on a game starring Wile E. Coyote's not-so-clever cousin Ralph Wolf. The puzzle/platformer, provisionally entitled *Sheep Dog 'N' Wolf*, will be packed with all the crazy gags and traps we've come to expect from the *Road Runner* cartoons.

You first set-up a series of wild contraptions and crackpot schemes and then zoom into Playing mode where you get to see whether you'll bag the sheep or plummet to your doom. Even if you do survive, archenemy Sam The Sheep Dog will try to give you a pasting.

You can look forward to strapping an ACME rocket to your back and making like a jet-propelled brick, as well as disguising yourself as a rock or bush to creep closer to your prey.

Packed with idiocy of the highest order, *Sheep Dog 'N' Wolf* is due next April.

In other woolly news, EA has acquired the rights to publish Empire Interactive titles in Australia, starting with *Speedball 2100* (reviewed last issue). Empire's long-awaited herd 'em up *Sheep* should be released early next year also on PSone.



Wile E. Coyote's cousin, Ralph Wolf, attempts to bag a sheep or two.

ISS Evolves Again

FIRST PLAY OF THE BEST SOCCER GAME EVER



Despite the imminent arrival of *ISS* (see page 41), many gamers are already looking forward to *ISS Pro Evolution 2* from the KCET development team, and PSM has played the Japanese code that will spawn the PAL release.

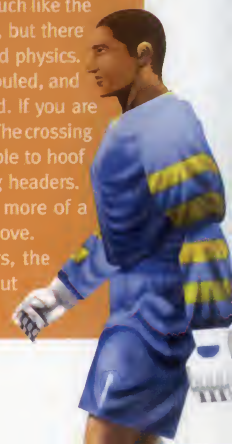
Set for release next March, the game will carry a FIFA Pro licence, enabling Konami to reproduce real player names.

At first glance, the Japanese version looks very much like the highly acclaimed *ISS Pro Evolution* (PSM 32, 10/10), but there are key differences to the gameplay, animations and physics.

Gone are the melodramatic rolls when you are fouled, and in their place comes a sudden slump to the ground. If you are hacked, there's a chance you could sustain an injury. The crossing has been greatly enhanced too, and it's also possible to hoof the ball into the air and plant some gravity-defying headers.

The game is discernibly faster and space is at more of a premium, so you really have to plan your next move.

With the exception of the silly looping headers, the changes are certainly for the better, smoothing out *Pro Evolution*'s tiny niggles.



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screenest

Dr Hollywood is knocking. Let the man in, please...

Fear Effect

"To find a missing heiress, three warriors must go through Hell. Literally."

Director

John Woo (*Face/Off*)

The Plot

Wee Ming Lam, daughter of powerful Far-Eastern tycoon Mr Lam, is drawn into a mysterious Hong Kong underworld organisation known as Shan Xi. Mr Lam puts a bounty on her head – but, obviously, she must be captured alive. A trio of covert operative types team up for the job. They are, of course, all slightly at odds with each other, but bond well when it comes to the crunch. As a seemingly straightforward search-and-rescue mission grows deeper and darker, the three are pushed to the limits of their skills and resources and, by the otherworldly finale, they are forced to question THE VERY NATURE OF EXISTENCE ITSELF. Ahem.

The Pitch

It's *The Matrix* with ghosts.

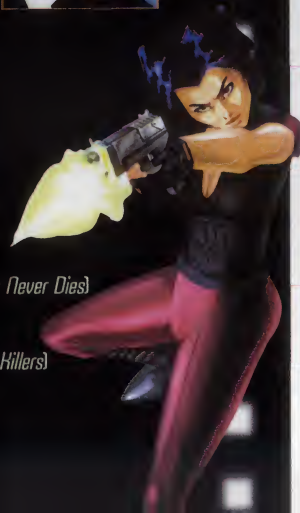
Green Light or Development Hell?

Manga never quite made it into the mainstream, but this might just do it. Bring in Mr Woo for exemplary action antics and a natural affinity with the oriental setting and themes. Mix the look of *Blade Runner* with the style (and box-office bang) of *The Matrix*... Plenty of SFH and arcane Chinese mythology... And, depending on unlimited access to the studio money-pots, you have a truly ace action flick with a kinky supernatural tang (which, as *The Sixth Sense* proved, always glues bums to seats). Yes.



The Cast

1. Hana Tsu-Vachel – Michelle Yeoh (*Tomorrow Never Dies*)
2. Royce Glas – Ben Affleck (*Armageddon*)
3. Jakob Decourt – Russell Crowe (*Gladiator*)
4. Mr Lam – Chow Yun-Fat (*The Replacement Killers*)
5. Wee Ming Lam – Tia Carrere (*True Lies*)



Rogue Squadron

AND THEN THERE WERE FOUR

Rogue Spear, the sequel to the critically lambasted *Rainbow Six* on PlayStation, is about to hit the shelves. The first instalment only enabled gamers to select from three playable characters, despite the six in the title. In *Rogue Spear*, four characters will be selectable.

The team's initial missions are familiar enough – you must sort out a hostage palaver in a major art gallery before resolving an aeroplane hijacking. It's not until the team realises the incidents were the brainchild of two criminal organisations – the Russian Mafia and a Middle Eastern outfit – that the plot begins to unfold. Ultimately you will be

charged with saving the world from terrorist chaos.

It's lucky then that the sequel offers more control over the choice of weapons you fight with. At the briefing stage you can plan each operation in full before dispatching your operatives with their own sub-goals to achieve an overall success.

There are 19 missions to complete in all and the developer, Saffire Corporation, has written in one-shot kills to enable you to conserve ammo and take out enemies with critical head shots.

This latest episode is also expected to feature atmosphere-boosting, fully-voiced mission briefings, as well as animated briefing maps.



Rogue Spear – shoot the bad guys and save the hostages. It could almost be a book...

Wave Attack

MODERN DAY RUSSIE CALIFORNIA GAMES FOR PSOne

Midas Interactive Entertainment is bringing some of America's West Coast sunshine to the winter months early in the new year.

Developed here in Australia by Theyer GFX, *California Watersports* enables players to compete in aquatic competitions on a whole flotilla of watercraft, ranging from the humble boogie board to the mighty jetski.

Choose from eight buffed-up characters and six game modes, including Big Air Competitions and Split-Screen Slaloms. There are also variable ride options, so

you can start with the straightforward Free Ride and progress to the more complicated Trick Competition. You can surf from an array of shimmering beaches, which Theyer GFX has attempted to create complete with shifting sands and realistic wave patterns. Apparently water hazards such as helicopter drop off zones, rocky obstacles, and obstructive dolphins will also feature.

With the recent surge in aquatic extreme sports, Midas is hoping that these briny novelties, together with music by surf label JetPilot, will be enough to set *California Watersports* apart.



Jetskiing USA. Midas dips into extreme sports with *California Watersports*. Dolphin!

*"One of the most impressive interpretations
of Playstation racing to date."*
Edge, May '00



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Latest news from the streets of Tokyo...

Little Wonder

BANDAI UNVEILS COLOUR GAMEBOY COMPETITOR

Wonder Swan Color demonstrates what interactivity really is.



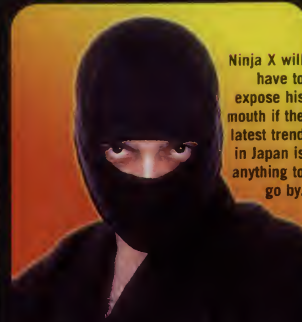
Bandai's new handheld console, Wonder Swan Color, was spotted in abundance at the Tokyo Game Show. Nothing unusual in that, you might suppose – Wonder Swan is popular in Japan and the new version is being billed locally as a Gameboy Advance-beater. What makes it special this time, though, is the sheer range of electronic gadgetry that can be hooked up to the machine, suggesting – among other things – that a world of Tamagotchi nonsense is on its way over to your country.

Wonder Swan Color is capable of hooking up to a PlayStation, PS2, PocketStation, laptop, mobile phone and even Casio's new Wrist Camera. At this stage it's not known how the different machines will work together, but we've seen pictures uploaded from the Wrist Camera on to PocketStation, which can then be manipulated on Wonder Swan. The machine's USB port also enables it

to connect with many other gadgets, including digital camcorders and PS2.

As far as games go, Bandai unveiled the first *Final Fantasy* as a lead title for the machine, followed by *Final Fantasy II* and *III*, as well as other FF-orientated games, possibly including *Hataraku Chocobo*. Wonder Swan Color is also backward-compatible with Wonder Swan games, opening up a huge back catalogue to collect. And since it's relatively niche, even in Japan, Wonder Swan will also feature some of the stranger games and peripherals that infest the Akihabara backstreets. Bec is releasing *Hamster Everywhere 3*, sequel to the popular PlayStation hamster-breeding sim, at Christmas. The game even enables you to mate hamsters with your friends' hamsters, thanks to the link cable.

Whether WSC is ever released in this country remains to be seen, although Bandai says not. Of course, if you lot suddenly go Japanese-RPG crazy, that could quickly change.



Ninja X will have to expose his mouth if the latest trend in Japan is anything to go by.

Otaku Youth

Using your hands to play games? How primitive. Here in Japan, Taito has come up with a true next-generation control system that lets you play with nothing more than a good pair of lungs. The voice-control system, that currently works with PS2 soccer game *Greatest Striker*, interprets simple commands like "Shoot!" and "Pass!", then turns them into on-screen action. In this way you can actually control every member of your team via the microphone accessory.

The system, which also works with Taito's latest Mah Jong title, is similar to the hardware used by fighter pilots to select and fire guided missiles. The potential applications are enormous, considering the power of PS2. Can it be that long before you can engage in role-play chit-chat for real, or select weapons in a 3D shooter with just a voice command? We think not. Linked with mobile phones or broadband networks, the chance to insult your mates while pumping rockets into their digital alter-egos is unlikely to be passed up.

Smash Court 3

Developer: **Namco**
Japanese Release: **Out now**
Local Release: **Not announced**



A '70s vibe underpins Namco's first appearance on court since the brilliant Anna Kournikova's *Smash Court Tennis*. Namco promises 24 playable characters, all with that unique cutesy anime styling. Modes include Mini-Game and Explosive Bomb, which could be found in lovely Anna's game. Four players can get in on the action, so once you get tired of acing the targets and PlayStation-controlled opponents, you can always whack your mates in the plums just for a laugh. You cannot be serious. Oh yes we can.

Slap Happy Rhythm Busters

Developer: **Sony**
Japanese Release: **Out now**
Local Release: **Not announced**



Coming on like a cross between *Street Fighter* and *Beatmania*, *Slap Happy* is deeply odd. Ostensibly a character-driven fighting game for PSone, *Slap Happy* features anime-inspired players battling it out in a 2.5D environment. The more punches that make contact, the more power in the beat bar – until the screen explodes into a rhythm-action game along the lines of a Bemani title, linked to super combos. The player with the inherent 'riddim' unleashes the ultimate beat.

PowerShovel De Go

Developer: **Namco**
Japanese Release: **Out now**
Local Release: **Never to be announced**



The current fad for simulating real life perhaps a little too closely continues with the release of *PowerShovel De Go*, a PlayStation game that makes you take control of a mechanical digger. Compatible with a dual joystick peripheral, the idea is to transport a variety of scoopable commodities against the clock. *PowerShovel De Go* is also PocketStation-compatible, enabling you to save a little hard-hatted character – along with bags of cash – to your PDA, where your digging skills can be further refined.



Dengeki Charts*

Top 5 - Sales

1. *Dragon Quest VII* (Enix)
2. *Dino Crisis 2* (Capcom)
3. *Genso SuikoGaiden Vol.1* (Konami)
4. *Gekikuukan Pro Baseball - PS2* (Square)
5. *Jikkyou World Soccer* (Konami)

Top 5 - Eagerly Awaited

1. *Metal Gear Solid 2 - PS2* (Konami)
2. *Final Fantasy X - PS2* (Square)
3. *Onimusha Warlord - PS2* (Capcom)
4. *Tales Of Eternia* (Namco)
5. *Star Ocean 3 - PS2* (Enix)

Top 5 - Readers' Favourites

1. *Ridge Racer V - PS2* (Namco)
2. *Super Robot Taisen* (Banpresto)
3. *Mobile Suit Gundam - PS2* (Bandai)
4. *Tekken Tag - PS2* (Namco)
5. *Kessen - PS2* (Enix)

*Charts supplied by *Dengeki PlayStation*, Japan's top-selling PlayStation magazine

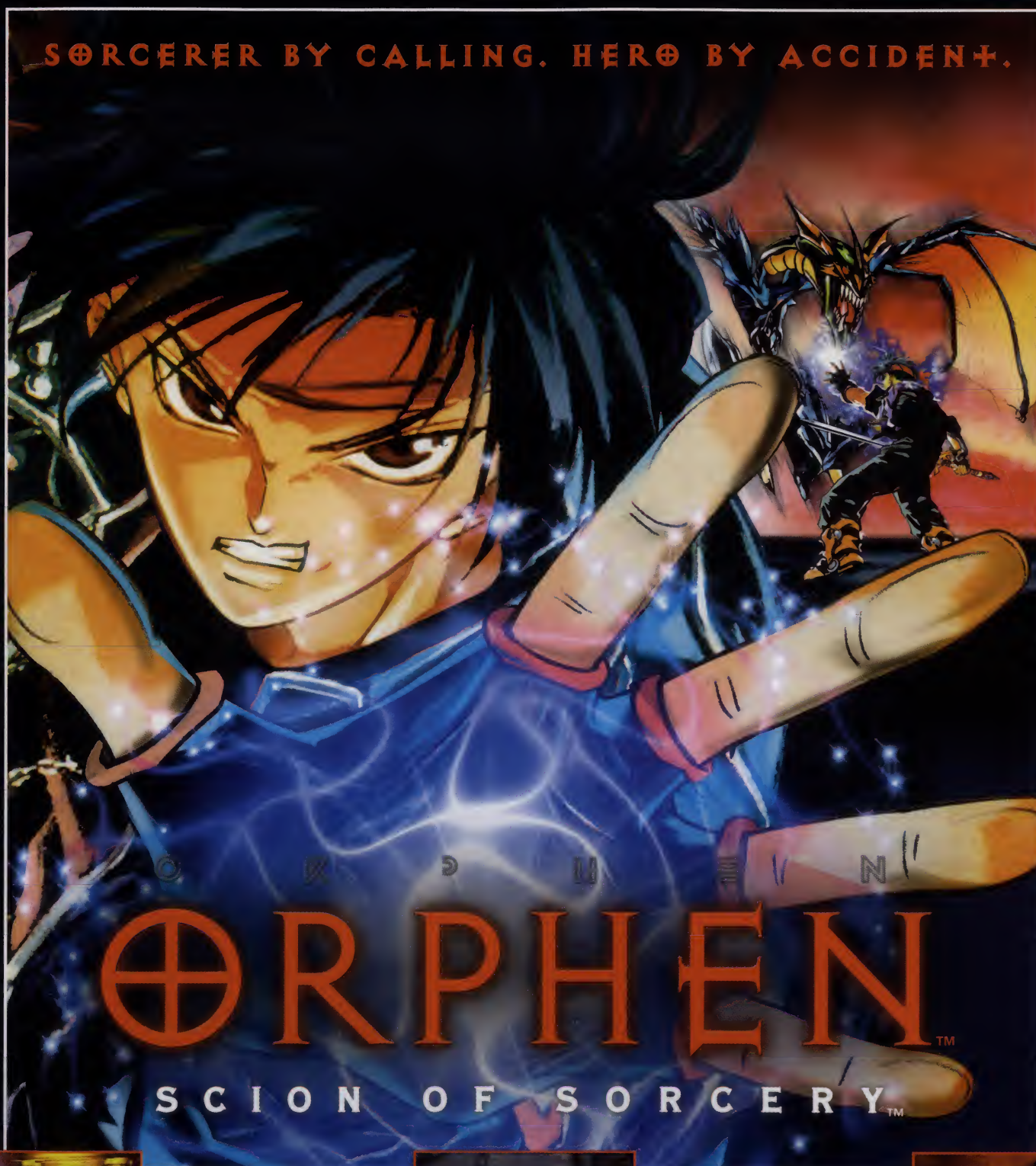


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Finally got my golf club this month, thanks to EA Sports. It's about two feet long and made of plastic, and would probably snap in half if I ever hit a real ball with it. BUT, it has a little LCD screen, and when you put batteries in you can have a pretend game of golf in the office. The Tiger Wood Tee Time toy has had plenty of use this month. Well, it's better than doing work, isn't it?

We also got some huge boxes of chips as well. Thanks to Smiths for the 300-odd packs of 3D Sweet and Spicy Doritos. We've been going through four or five packs at a time.

Still no sign of our Oxford Shop vouchers, and the Vib Ribbon shirts are starting

to look really quite tatty. Please put them in the post to us Kirsten! And in fact, anyone that is in the clothes retail industry, we'd be happy to model your clothes in our pages. We need tidying up for the summer and are open to any sartorial suggestions.

In fact, got any products at all that you want to push? Well the editorial team at this mag is a cheap bunch and easily bought off. Send us the stuff and we'll give you a plug. Please send all summer goodies (including shaving cream) to Wanted, Official PlayStation Magazine, 54 Park Street, Sydney NSW 1028.

Top Ten Most Wanted

1. More chips
2. A four wheel drive
3. Sneakers
4. Outdoor furniture
5. T-shirts
6. Skateboards
7. Car stereos
8. Chocolates or biscuits
9. Diet coke
10. Board shorts



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ADD TO CART MORE INFO

Avoid crowds and lugging around kilos of next-gen technology and buy direct from Sony online.

Sony has just switched on its all-singing and all-dancing PlayStation.Com web site. The site is a one-stop shop for all your entertainment needs, selling PSone and PS2 hardware and games, as well as DVD movies.

With a funky interface, the site is easy to use and offers a massive range of software from Sony, as well as third-party distributors like Ozisoft. Delivery for your purchases is free, and you can pre-order up-coming titles to ensure you receive them on the day of launch, direct to your door, without leaving the house!

Online Marketing Manager Sapna Khara said the site will soon feature gaming news, reviews and features, as well as plenty of information on DVD movies. "We want it to be a one-stop shop for the Net-savvy community," Sapna said.

She added shoppers can "click with confidence" knowing they can buy from Sony direct.

PlayStation.Com will pre-sell all software releases three or four weeks in advance. "You can get the game the same day as a retailer does."

Another great feature of the site is that users can receive their very own PlayStation.Com e-mail address – absolutely free. Sony also plans to introduce features like exclusive downloads, chat rooms and bulletin boards for users to swap gaming info and discuss the latest releases.

Visit the site at www.au.playstation.com



Licensed To Thrill

DEAR SANTA, ANOTHER LICENSED TITLE PLEASE

This festive season you can expect a collection of popular licensed titles to fill Christmas stockings with.

Woody Woodpecker Racing is a fun combat racing game featuring Woody and seven of his fellow cartoon friends. Strapped into an assortment of monster trucks, stock cars and jalopies, they are let loose across 16 wacky and wild courses, with such weapons as tennis rackets, frozen fish and tomatoes. The support for up to four players should see some serious post-Christy dinner mayhem.

Disney's 102 Dalmatians: Puppies To The Rescue brings the entire movie's favourite characters to life in a 3D free-roaming action adventure game. Players have the chance to pick between Domino and Oddball as the main character, and have to sniff, dig, dog paddle and explore their way through 20 'playground' style levels plus eight fun mini-games.

Bugs Bunny & Taz Time Busters sees Bugs heading back in time to set things right, but this time he is joined by the most unlikely of helpers – the Tasmanian Devil! Gameplay features a unique cooperative mode where two players can team up together to conquer the obstacles and adversaries.

Put your order in with Santa now!



All your favourite characters are coming to PSone this Christmas!

RETR0

Lost Treasures From The Videogaming Vault's



Game: Nemesis Format: Arcade

Known in Japan as *Gradius*, this shoot 'em up from Konami had possibly as much impact on the history of videogames as earlier arcade gems like *Space Invaders* and *Galaxian*. A side-scrolling shoot 'em up with huge bosses and an elaborate power-up system, it required players to choose whatever type of boosts they wanted to concentrate on, like speed advances, shield boosts or powerful weapons. And who could forget those Easter Island heads that spewed an endless volley of projectiles at the player? A nostalgic Konami has brought sequels *Gradius III* and *IV* onto the PS2 – see our review on page 81.

SEPARATED AT BIRTH



HOWZAT FOR A LOOK-A-LIKE! BOWLED OVER OR WHAT?

NO.8 LAVITZ AND LEE

One chucks a spear while the other bowls (not chucks...) a cricket ball. Both lead their troops into battle, and both have need for body armour on occasion. What catches the eye most, however, is their shared love of styling gel and the spiky wind-swept blonde locks it gives rise to. Lavitz strides through the *Legend of Dragoon* cutting a stylish swathe, while Brett streaks in to unleash his fast ball and both do it without a fair hair out of place.



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COMMUNICATE ON A HIGHER LEVEL





PSM PRIZES



Gob Smackin' Fun!

WWF SmackDown 2 is a genuine pearler. Everything on offer in this sequel shows real improvement, with superb use of camera angles and a jump in quality in the graphics department.

SmackDown 2 is not only the best wrestling game ever, it has a mind-blowing 50 of the world's top wrestling superstars!

Again, you'll get the Rock, the Undertaker and even Mr WWF himself, Vince McMahon, so you can re-live those salacious storylines for yourself!

Courtesy of THQ, we have five major SmackDown 2 prizes, as well as 5 runners-up packs! Major prizes contain a life-size cardboard stand of The Rock, a SmackDown 2 game, a pair of socks and a video. Each runner-up will receive a copy of WWF SmackDown 2.

To be in the running, tell us whom the current WWF Champion is on an envelope marked 'Better Than The Rest'.



Conquering The Damned



The Gladiator is one of the biggest DVD releases this year. Not only is the movie second-to-none, the double DVD includes heaps of deleted scenes, director's commentary, documentary, and cast and crew interviews.

Ten lucky winners will each pick up a prize pack containing the DVD, a key ring, cap, T-shirt and a special letter opener.

To be eligible, tell us who plays Maximus in the movie on the back of an envelope marked 'A Hero Will Rise'.

A Push And A Shove

When it comes to specialist peripherals, Thrustmaster has it sorted. Look at the Freestyler – if you want to take your boarding games to a different level, then this stick is for you.

The board includes a hand controller to maximise navigation and customisable buttons.

PSM took the board for a spin and while it naturally takes some getting used to, the board can be excellent fun with laughs aplenty.

Two lucky winners will receive a Thrustmaster Freestyler board and T-shirt, and a Rayman Action Pack (featuring a Guillemot analog controller, Memory Card and console carry bag). One runner-up will receive a Rayman Action Pack and T-shirt.

Please send entries to 'PlayBoard' and tell us what game you'd use the Freestyler with. The Freestyler is available at Kmart stores nationally.



The Boogie Man Is Coming!



Infogrames has resurrected the eerie Michael Myers and has given PSM five Halloween DVD packs (each containing three DVDs) to celebrate! There's a digitally remastered wide-screen special edition version of the original film, that is packed with stunning extras, including Dolby 5.1 surround sound. You can even check out the original Scream Queen Jamie Lee Curtis! And remember, these are the films that inspired the likes of I Know What You Did Last Summer and the Scream series of the '90s.

To enter, tell us what Michael wore on his face on an envelope marked 'Trick Or Treat'.

COMPETITION WINNERS

Bone Collector DVD packs: Gab Umunga (NZ), Oksana Janson (SA), Luke Mackay, Chris Ellis (Qld), Yvonne Nelson (SA).

Grind Session: Simon Coyne (Vic).

In Cold Blood packs: Rick Hatherall (Vic), Andrew Stokie (Vic), C Janssen (Qld), G. Kolenc (NSW), Lucas Faulkner (Qld).

Twin DVD: Ben Wood (NSW), Shane Suleman (Vic).

Warhammer packs: Reimen Hii (Qld), Brad Caldwell (WA), Conrad Davies (SA), Duncan Raleigh (NZ), Tim Varday (Qld), P. Tran (Vic), Lemeki Brooks (Vic), K. Bailey (Vic), David Sullivan (NSW), Mitchell Brannan (Qld), Neil Hopper (SA), Bart Knibbe (Tas), Dean Ayyopaudi (Vic), Sebastian Rees (WA), Melissah Speedy (Qld), Troy Davison (NSW), Jeremy Hay (NZ), Andrew Woods (SA), Scott Ries (NZ), Paul Cooper (SA), Stuart Kwan (Vic), Sharif Isa (WA), Oberon Bradford (NSW), Matthew Cotching (NSW), D. Stamboalakis (Vic), Lewis Munro (NSW).

HOW TO ENTER

Send all entries to *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close December 21, 2000 and winners will be published in the February 2001 issue of PSM. Good luck!

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[PLANET PLAYSTATION]

APE ESCAPE TARZAN MONKEY HERO

	GREAT APE?	MONKEY BUSINESS?	MONKEY NUTS?	BARREL OF MONKEYS?	CHIMP OR CHUMP?	OVERALL
APE ESCAPE 	Feature chimpanzees, which everyone knows are the cutest banana-eaters of the bunch. They dance, sunbake, build sandcastles, workout and even do Tai Chi. 9	Catch the gibbons with all manner of nifty gadgets. Everywhere you wander you'll find them, and find them you must, before the primates rewrite history. 10	Indeed, these crazy little critters are not your usual fairground attractions – they're running riot and have gone completely bananas. Some tough little monkeys even wield guns! 9	Approximately 4.6 gazillion of the little buggers. More monkeys than all the sanctuaries in the world could hold. 10	Chimp! Arguably the best platformer on PlayStation, with loads of innovation and millions of mad monkeys. Get your paws on a copy! 9	 47
TARZAN 	Gorillas, chimps, orang-outangs, even rare marmosets. A veritable monkey smorgasbord. 10	A total ape-fest. Tarzan proffers many an opportunity for Lord Greystoke to show his love for his fellow alpha male. But, disappointingly, Tarzan also throws fruit at other beasts. 8	If the king of the swingers tangles with these monkeys, it'll soon be "Game Over". But hurling a piece of fruit quickly sends them on their way, the softies. 7	About 20. And we rounded. 8	Chimp! Tarzan proves that monkeys and men can live in sweet harmony. And it's not a shabby platformer, either. 8	 41
SKULL MONKEYS 	The game features gorillas and chimps. How could it fail? 9	Facially-challenged ghost apes run at you and bore you to death – you jump on them, they explode, they come back, repeat to fade. Repetitive, but fun. 7	The sinister skull monkeys are dead, and they're not happy about it. 8	Our gorilla-meter imploded trying to total them up. 9	Chimp! A slick and polished platformer, with incredible playmotion graphics and monkeys galore. 7	 40
BLOODY ROAR: HYPER BEAST DUEL 	Stars a top-hat wearing gorilla called Greg. He's the King Kong in this beat 'em up. 9	Unknown to his adversaries, Greg has the power to turn into a kick-boxing gorilla. One slap from his hairy palms and it's teeth and jawbone sandwiches all round. 9	Absolutely, he's one banana short of a fruit bowl. Ultra-violent Mr Greg is a fine role-model for aspiring monkey psychopaths everywhere. 9	Hardly the full monkey, is it? There's just Greg, and even he doesn't appear often. 2	Chimp! Greg's a fine monkey hero, and the opportunity to unleash the beast in this entertaining beat 'em up is top fun. 8	 37
MONKEY HERO 	Oriental man monkey. Strange, but true. 8	Without Bald Ladyboy, Piggy and that Goth Fish Bloke to hold him back, Monkey (from the badly-dubbed TV show) had a chance to shine. But there's not enough action and too many puzzles. 7	Monkey should be a John McClane for simians, cudgelling baboons with his magic stick and tazzing about on a magic cloud. Instead he's a badly animated sprite, a little cute, and not nearly angry enough. 5	There's a myriad of monkeys. 8	Chump! This is a lame role-player, and proof that the TV show should have been called Piggy. 5	 33
DISC WORLD I & II 	Both Discworld games feature an orange, cartoon orang-outang. He's also a librarian. 7	Point at the monkey and click. It's hardly Gran Turismo, now, is it? 5	Yes, indeed. For starters, you'd have to be mad to be a librarian, and this ape's insecure, likes to say "Oook!" and hit potential borrowers. Fine by us. 9	Sadly, no. Terry Pratchett loves his monkeys but included just the one. 2	Chimp! orang-outang good, violent cartoon orang nutang better! The games are also a right laugh. 7	 30
FIRO & KLAWD 	An orang-outang detective. We improve of his chin-beard and trenchcoat, although he's nowhere near as cool as our hero, Lancelot Links, Secret Chimp. 7	Do your best to take out those animals, spraying bullets around the screen at the crims. Then do it again. 6	Bazooka-happy anthropomorphic raps Firo (an orang-outang) and Klawd (not an orang-outang) go ape crazy. Nice. 9	No, just Firo. The game would clearly be much improved if Klawd was a simian and not a feline. 2	Chump! The game's a dog, and even packing hard-nut Firo with a shotgun can't save it. 3	 27



PLANET OF THE APES

Ever since *Donkey Kong* way back in 1982, monkeys have played a pivotal role in videogames. *PSM* gets swinging and presents the Golden Banana Award to the best monkey game ever!



DYNASTY WARRIORS 2



See the Legends of Fierce Warriors come alive!

Plunge directly into battle as one of 9 historically inspired, devastatingly fierce warriors as you battle on foot and horseback. Join the ranks of heroes of old as you fight your way through hundreds of merciless warriors in your quest for the greatest prize of all - China!

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- Witness extraordinary graphics on battlefields of truly epic proportions!
- Over 1000 combatants per stage, with more than 30 on-screen at any given time!
- Choose one of 9 heroes to lead your armies into battle.

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Short on cash? Can't rustle up enough credit to buy a PS2 on launch day? We suggest you venture to your local Cash Converters. Here are 100 things to pawn to buy a PlayStation2.

- 01 Your PlayStation. We know it's sad, but given PS2 will play all your PlayStation games, it's time to retire your little grey box.
- 02 Your brother's copy of *Cyber Tiger*. He'll thank you for it, really.
- 03 Your watch. Who needs to sleep, anyway?
- 04 Your father's watch. It's probably a lot more valuable than yours.
- 05 That strange carving your uncle brought back from Bali.
- 06 Your brother's Doctor Who Sonic Screwdriver kit.
- 07 Your collection of scabs that resemble TV personalities.
- 08 Your Mum's antique silver.
- 09 Your Nintendo 64. Then again, you've probably already turfed it.
- 10 Those pink rollerskates you used to wear at the roller rink every Saturday arvo.
- 11 Your Granny.
- 12 Your collection of dodgy '70s and '80s LPs.
- 13 Your mother's engagement ring. The trick is getting it off her finger.
- 14 Your uncle's toupee. Again, the trick is getting it off his head.
- 15 The mag wheels on your Datsun 120Y (they're worth more than the car).
- 16 That guitar you've haven't touched since childhood music lessons.
- 17 Golf Clubs. Play *Everybody's Golf* instead.
- 18 That weights bench you bought during your health kick.
- 19 The Demtel Ab Trimmer. No one ever uses those things.
- 20 Your surfboard. There'll be heaps of surfing games on PS2, it's bound to be the next extreme sport to take off.

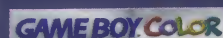
- 21 Your leather jacket. The Fonz look is well and truly over.
- 22 Your shoes. With a PS2 in the house, you'll no longer need to go outside.
- 23 Your clothes. As above, plus nude gaming enhances the pleasure.
- 24 The cat.
- 25 The dog.
- 26 Your DVD player. You won't need it anymore.
- 27 Your CD player. You won't need that, either.
- 28 Your sister's doll collection.
- 29 Your prized *Star Wars* figurine collection. Sometimes you just have to let go.
- 30 Your little brother's *Pokémon* cards. Why the hell are they worth so much, anyway?
- 31 That life-size laminated Captain Kirk poster you bought during your *Star Trek* phase.
- 32 Those useless school textbooks.
- 33 The kitchenware. You can always call for pizza.
- 34 The oven. It's not like you ever use it, anyway, especially with no kitchenware.
- 35 Your encyclopedia collection. Paper-based encyclopedias are just so last millennium.
- 36 Your yoyo. Surely the craze can't come back again?
- 37 Your sister's Smurf collection. They're probably worth a smurfin' fortune.
- 38 Your Atari 2600 cartridges. On eBay, stupid Americans pay hundreds for crappy old games with sprites half as big as the screen.
- 39 Your Mum's Olympic Pin Collection.
- 40 Your scooter. That craze has already become tired.
- 41 Your library books.
- 42 That painting of your great, great grandfather hanging over the mantelpiece.
- 43 Your Pez dispensers. Collectors pay a fortune for crap like that.
- 44 Your Mum's collection of snowdomes from around the world. When did it ever snow in Egypt, anyway?
- 45 That big box of Lego in the cupboard. That stuff is worth a fortune.
- 46 Your video collection. You won't want to watch them when you can play *Tekken Tag* instead.
- 47 Your copy of *Vanilla Ice's Greatest Hits*.
- 48 Those pair of clogs you bought during your tour of Holland.
- 49 Those Teenage Mutant Ninja Turtle posters under the bed.
- 50 Your sister's Billy Ray Cyrus autographed CD.
- 51 Your tape recorder. Who listens to tapes, anymore?
- 52 Your Alf T-shirt.
- 53 Your Dad's collection of beer cans from around the world.
- 54 Your computer. The PS2 will do anything fun that a PC can do.
- 55 Your little brother.
- 56 That "state-of-the-art" music cartridge player your Dad bought when he was 20.
- 57 Your soul. Well, you are desperate, aren't you?
- 58 Your bad teenage poetry.
- 59 Those tools in the garage that never get used.
- 60 Your Apple IIC computer (paperweight) from 1982.
- 61 The photo of you hanging with Milli Vanilli.

- 62 And the one with MC Hammer.
- 63 That mysterious wooden box that says "Missing Works of Monet and Shakespeare" that you found at the tip.
- 64 Your neighbour's Olympic torch from the relay.
- 65 That autographed copy of *Mein Kampf* on the bookshelf.
- 66 Your neighbour's lawn mower.
- 67 Your Dad's collection of rude magazines. Your Mum will thank you and he only buys them for the articles, anyway.
- 68 Those dusty board-games like Boggle and Cluedo. Like, board-games are like, so 1974.
- 69 Your footy card collection won by playing flicks in the playground.
- 70 Your comic book collection. I'm sure that *Superman #1* is around here somewhere...
- 71 The wide assortment of tablets, creams and ointments in the bathroom cupboard.
- 72 Your stamp collection.
- 73 The assortment of strange coins from around the world your Dad has in his top drawer.
- 74 Those early '80s action figures in a box in the wardrobe.
- 75 Your Dad's collection of *Peanuts* books.
- 76 The boomerang you bought on a trip to Central Australia.
- 77 Your Mum's sewing machine. She hates it, anyway.
- 78 Your grandma's souvenir spoon collection.
- 79 Those jousting sticks in the garage.
- 80 Your Dad's collection of unopened power tools.
- 81 Your wife or Mum's wedding dress.

- 82 That '80s electronic Simon game in the hall cupboard.
- 83 Your bike. You never ride it, anyway.
- 84 Your collection of ugly Christmas ties and socks given by various relatives.
- 85 That obscure Vectrex games console you thought was worthless. (It's actually worth more than the average mortgage).
- 86 Your sister's collection of Happy Meal toys.
- 87 Your uncle's collection of Coke cans from around the world.
- 88 Your grandpa's war medals.
- 89 Your dog-eared copy of *Doctor Who and the Ice Warriors*.
- 90 That phone card collection gleaned from phone boxes around the city.
- 91 Your Mum's perfume carelessly left in her vanity cabinet.
- 92 That annoying cuckoo clock your aunt brought back from her European trip.
- 93 Your prized bus ticket collection from 1983.
- 94 Your Mum's Collection of *Women's Weekly* magazines with Princess Di on the cover.
- 95 That speck of gold you found when panning on a school excursion to Sovereign Hill.
- 96 Your beer glass collection pinched from pubs all over the city.
- 97 Your Mum's kimono that your Dad bought for her on a trip to Japan.
- 98 Your plastic 10-pin bowling, trampolining and indoor cricket trophies.
- 99 Your Mum's prized Royal Family Salt and Pepper shakers.
- 100 Anything except your *PSM* collection. They might be worth a fortune, but you can't live without the PlayStation bible.



Dave Mirra freestyle BMX™



Maxum Watches

Slap a Maxum watch on your wrist and add some style to your life! These watches are kickin' it! They really are built to last and when you talk Maxum, you're talking attitude, performance and quality...

No matter where your lifestyle takes you, there's a watch built for you. Whether you face the rigours of a heavy day on the job or you bunjee jump for a living, you'll want one of these timepieces that are 100 metres water resistant, feature a stainless steel construction and have a three-year warranty. Just ask Matt Rogers, Daniel MacPherson, Phil Ceberano, Giann Rooney or Jessica Crisp!

We have 20 watches valued at \$159 each (models X603G4, X601G4) up for grabs, which would make an ideal Christmas present for your brother, uncle or father!

To find out more about these Maxum watches, call 1800 800 030. Wicked!

MAXUM



HOW TO ENTER

Please tick which prize pack you would like to win. You are eligible to tick all three prize packs, but in the circumstance of being a winner, you will win only one prize determined at the judge's discretion.

Name: _____

Address: _____

Town/City: _____

State: _____ Postcode: _____

In 15 words or less, tell us why you deserve a Christmas bonus from *PSM*: _____

Tick Choice Of Prize...



Prize 1 ☐

Tick here if you're after a sexy new watch by Maxum.

☐ Prize 2

Nike Interchange R... In time for summer!



Prize 3 ☐

Just in time for the festive season - cool cameras from Ted's Camera Stores.



Send to: Official PlayStation Magazine, Christmas Giveaway, GPO Box 4089, Sydney NSW 1028. Entries close December 21, 2000.



OFFICIAL PLAYSTATION MAGAZINE CHRISTMAS BONANZA

To win one of these fantastic prizes, fill out the coupon on page 26 and send it to:
Official PlayStation Magazine, Christmas Giveaway, GPO Box 4089, Sydney NSW 1028.

Nike Eyewear



Nike has set new standards for quality sporting products and with the new Max Lens technology, its eyewear range is set for equally great things. Nike has restructured the lens curvatures to eliminate almost all distortion. They feature 100 per cent UV protection, shatter-resistant polycarbonate lenses and ultra scratch resistant coating to ensure extended clarity. The latest designs have been tailored for golf, running, cross training and ACG (All Conditions Gear).

With these Nike Interchange R sunglasses you can even swap the lenses to cater for different lighting conditions or just to give yourself a new look!

These sunnies will come in handy this summer (especially on a hot Christmas Day!) and *PSM* has 11 pairs of Nike Interchange R sunglasses up for grabs, valued at \$189 each!

For more information call 1800 064 221 (toll free) and have a safe and fun Christmas from all at *Official PlayStation Magazine!*



Ted's Camera Stores

PHOTOGRAPHY SARAH CALLISTER

Thanks to Ted's Camera Stores, *PSM* has 50 Polaroid Joycam Cameras to give away valued at \$39.95 each. This camera is ultra-portable and comes in plenty of zany colours like Radical Red, Bright Breezy Blue and Cool Lime Green. They take much more than regular Polaroid snapshots too – you can take mini photos and stick them anywhere you like with the special Polaroid Sticker Film! Imagine how much fun you would have running around on Christmas Day capturing all the festivities!

These cameras are available at Ted's Camera Stores nationwide. For more information, pop on over to www.teds.com.au or give them a buzz on 1800 136 378 (toll free).



Conditions Of Entry

1. Instructions on "How To Enter" form part of these Conditions of Entry. The competition is open to all Australian and NZ residents between November 22, 2000 and last mail December 19, 2000. Employees and the immediate families of the promoter and its agencies associated with the promotion are not eligible to enter.
2. Enter as often as you wish by completing an original coupon and sending your address details and preferred prize pack to: *Official PlayStation Magazine, Christmas Giveaway GPO Box 4089, Sydney NSW 1028.*
3. A panel appointed by *Official PlayStation Magazine* will judge the contest. Final judging will take place on December 21, 2000. There will be 86 winning entries in total; entrants must select one of three packs they would like to win. Prizewinners will be notified by mail.
4. The judges will choose the best answers from each prize pack. The judge's decision in relation

to any aspect of the competition is final and binding on each person who enters. No correspondence will be entered into. Chance plays no part in determining the winner. No responsibility is accepted for late or misdirected mail.

5. All entries become the property of ACP Publishing and may be used in future marketing exercises. All entries will be entered into a database and the promoter may use the Australian entrants' names and addresses for future promotional, marketing and publicity purposes unless otherwise advised by the entrant. As per the provisions of the New Zealand Privacy Act, all personal details of New Zealand entrants will be stored at the office of the promoter. A request to access, update and correct any information should be directed to that office.

6. Prizes include 20 x Maxum watches valued @ \$159.00 each (winners will receive a random pick of either style X603G4 in yellow or X601G4 in blue); 50 x Polaroid Joycam cameras valued @ \$39.95 each from Ted's Camera Stores; 11 x Interchange Nike Sunglasses in Silver Ice valued @ \$189.00 each. Total prize pool valued on October, 26, 2000 is \$8051.50. All prizes are valued in Australian dollars. Prizes are not transferable or redeemable for cash.

7. The Promoter is ACP Publishing Pty Ltd (ACN 053 273 546), 54 Park Street, Sydney NSW 1028.

As the Galactic Civil War rages on, **SMASH!** the Hutt crime lords continue to prosper in the chaos, **CRASH!** controlling most **BLAST!** of the contraband trade and gambling operations **SCRAPE!** in the galaxy. **BANG!** Jabba the Hutt, who already derives **SHATTER!** significant earnings **BUMP!** from betting at the famed Podraces, decides **CRUMPLE!** to organize **CRASH!** his own dangerous underground race **SMASH!** to maximise his profits. Well aware of the public's thirst **BUMP!** for action, he devises **BANG!** the most brutal **BLAST!** underground event yet...

STAR WARS DEMOLITION



No-holds-barred vehicular combat against the worst scum and villainy the universe can muster.

Smash 'em, crash 'em and blast 'em into a galaxy far, far away.



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feedback

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Send your thoughts to: Feedback, *Official PlayStation Magazine*,
GPO Box 4089, Sydney NSW 1028. Or e-mail playstation@acp.com.au

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Let The Good Times Roll

Thanks for putting the time and effort in to the mag that all your readers praise. Some people don't realise how much time you guys spend on it

each month. It has everything that you could ask for in a magazine – a free demo, information on your favourite games, reviews. The list of great stuff just goes on and on...

When I get my new mag every month, my face lights up with happiness because I know that I'm going to enjoy my most favourite mag on the planet!

I can't wait for my PlayStation2, as well as my *Buff*,

The Matrix and *Blair Witch Project* games.
David Russo, NSW

Thanks for your kind words, David! It's no wonder that you're excited about the world of PlayStation. With the depth and quality of games these days, we can all look forward to the brilliant times that lie ahead.

Pretty Boy

Your mag rocks, your comps are sweet and your demo discs are cool. You know what else is pretty? Jill Valentine from *Resident Evil 3*. She goes off! Not like crappy old Lara...

It's amazing how good computer animations are getting. I know in-

game graphics aren't that good compared to Jill, but how long is it before they are? After looking at some screenshots of *Kessen*, I'm estimating well within the next 10 years. How far will the PS2's power go?

Before I sign off, I would like to point out that I'm not some Lara loving pervert – just a guy with normal feelings. Some chicks are hot, some are not. Jill Valentine is hot.
From Not A Pervert, NSW

Whatever strokes you the right way, our friend...
But how far will the power

of the PS2 go? *PSM* feels that what we've seen is just the calm before the storm. How does that saying go again? Don't underestimate the power of...

First Time Lucky

I'm a big PlayStation fan and I own some of the greats like the *Crash* games, *Spyro*, *Final Fantasy VII* and *Driver*. If I'm not able to get a PS2, will I have the disadvantage of games companies not



RAGE AGAINST THE MACHINE

I'm sick of the PlayStation2!
No, I don't own

one – what I mean is, I'm sick of it being literally shoved down our throats by every magazine. Okay, we know it's coming, the launch date, the price, the specs etc, but please, oh please, give it a rest! That's not to mention the mob of angry gamers there will be if the PS2 doesn't live up to the hype (things rarely do).

Personally, it's testing my relationship to the limits – my boyfriend keeps going on and on and on about it! I'm holding Sony responsible if we break up. I'm already somewhat of a games widow – when the PS2 comes out I'll never see him! (Unless the games are mostly for two players!)

Hopefully, Sony will continue to put out great games for the PSX as there

aren't too many people who can afford to

shell out \$749 in just one whack for what is essentially a play thing (with other capabilities) – listen up guys!

So, to sum up, less PS2 articles and more of what *Official PlayStation Magazine* does best – reviews of the latest games, news and stacks of great giveaways. Rock on!

Jeanne Stein, NSW

If you really are heading for a break-up because of the PlayStation2 then we suggest that you run, don't walk – straight to a PS2, that is! Make sure that you're the one who ends up with one...

And we sincerely hope you like our 32-page PS2 section this month!



Q: Does the PSM team play heaps of games at home?
A: What? Are you kidding? Of course we do.

Q: Can you please send me a free games?

A: Check out our Freebies page and all our other big giveaways for your best chance. And get yourself a rabbit's foot.

Q: What's the best way to avoid (or remedy) 'PlayStation thumb'?

A: Alter your grip and use your fingers.

Q: Will the PS2 Dual Shock work like a normal one when playing a PlayStation1 game?

A: Yes, we've tested it across many games in PSM Towers and we can attest that it can be exchanged and used just like a regular Dual Shock on the PlayStation. Cool, eh?!

Q: Can you tell me your postal address? Is the postcode 1028? I thought all NSW postcodes were in the 2000s?

A: You don't need glasses! PSM Towers is so impressive and imposing that we have our own postcode!

Q: How does the PlayStation2 play DVDs? I heard that you have to download something to your Memory Card before watching it. Is that true?

A: Nope. Once you pull your PS2 from its box, it's ready for blockbuster action!

Q: Will the new (analog) improvements of the Dual Shock2 controller make it more prone to damage because of its sensitivity?

A: The new controllers are built with a greater level of technology, but that doesn't make them any more destructible! They can withstand a thrashing just like the ones you already have

Q: Does PSM have its own Web site?

A: No, we don't currently have one but we are interested to see whether our readers are as keen as we are. Write in and tell us what you'd like to see!



After reading all the PS2
information in your

by anton

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► **Q:** Someone told me that the PS2 would have built-in games. Is this true?

Samantha, via e-mail

A: I think around 1979, when they gave a lot of things. There isn't as many as we needed games on the PC, but how often did you see, *Alex Kidd* or the *Golden Axe*?

Q: What are your plans for Christmas this year, Nina? I know that you've been a very good girl this year, is there anything that you'd like to see under the Christmas tree?

Mr. C. North Pole

A: Well, I just plan to pick back on my lounge with a few pals and watch *Tekken Tag Tournament*. I'm a huge fan of *Parquet*!

Q: I have been getting *PSM* for a very long time and I really miss the nurse character that you used to have. Whatever happened to her?

Love Sick, via e-mail

R: I hope this goes a considerable ways to Official PlayStation Tips Magazine for truly helping hand and we guarantee you won't be disappointed.

Q: On my demo disc there is something called Download. What is it?

Jordan Steele, WA

R: Stick and flying. Don't overfly. Downloaded from the menu, then release yourself to crash-land. This month's demo has resources already for *Tenchu 2*.

Q: I'm one of *Metal Gear Solid's* major fans and I was wondering if the second *MGS* will be available on the original PlayStation as well as on PlayStation2?

Jade Dunstan, SP

R: Metal Gear Solid 2: going to be a PlayStation2 game and not on PC. Really hard to see it for you sell it and be out in 2001 and it's nothing superb.

NAME OF THE GAME	AIM OF THE GAME	HOW TO PLAY	THE PSM VERDICT
<p>History, education, waves, rats, action – this game has it all! Michael Locamp (SA) sent in <i>Titanic</i>, and he has won a copy of <i>Destruction Derby Raw</i> for his idea.</p> 	<p><i>Titanic</i> would be a game of, er, titanic proportions... It would be extremely in-depth and it would re-create the Titanic disaster. Your job is to re-write history and stop the ship from sinking.</p>	<p>Your mission would include collecting keys and items and preparing passengers for an imminent escape. The game would be an enormous size, and time will be against you (determined by save points) as water gushes in!</p>	<p>We like the fact that this idea has a great historical aspect – if done correctly it would be an excellent way to step back in time! And yes, we like the fact you don't have to play as Mr DiCaprio...</p> <p>8</p> 
<p><i>Speed Shot</i> is a blast of a game, it's a sharp shooting concept from Jesse Norris (Vic).</p> 	<p>As an undercover agent it's your job to stop a terrorist organisation from releasing a deadly nerve gas into the air. They are after a hefty ransom, but if you can infiltrate their HQ first then all disaster could be avoided!</p>	<p>This game would be much like <i>Time Crisis</i> but with a stronger emphasis on the plot. Being a G-Con game you'll need a steely nerve, a firm grip and a very itchy trigger finger...</p>	<p>Overall, it looks too much like a <i>Time Crisis</i> clone to earn top points. But it's definitely the best cover design this month. Keep on trying – it has great potential!</p> <p>6</p> 
<p>David Green's (NSW) <i>Human Hunter</i> didn't show many prospects, but a few ideas have come from it nonetheless...</p>	<p>Quite an interesting one... You play a deer seeking revenge and go after all the hunters that prey on deer to satisfy their killing urges. The hunters become the hunted!</p>	<p>There are loads of weapons at your disposal that can be located throughout the game. Levels include the woods, ancient ruins and even a city setting!</p>	<p>How a deer is supposed to carry and shoot a rifle we'll never know. The concept is great and revenge can be sweet, but overall it'd probably turn out a bit shabby. A city setting? D'oh! Or should that be Doe?!</p> <p>2</p> 

A stack of four DVD cases for the movie 'The Hurricane'. The top case is the most prominent, showing a close-up of a man's face with the title 'THE HURRICANE' in large, bold letters. Below the title, it says 'THE TRUE STORY OF A MAN WHO FIGHTED FOR HIS FREEDOM'. The other three cases are partially visible behind it, showing different scenes from the movie.

Regan Travers, no address supplied

obviously excited about the potential and impact of the PS2.

The quality of the PS2's DVD playback is on par with mid-range standalone machines and it is an integral feature of the machine.

Launch games, by

definition, are 'first-generation', so it is imminent that an improvement in game quality is seen. This is just the tip of the iceberg!

Grey Devotion

Crappy games should stay on Nintendo, where they belong!
Zed, address not supplied

Okay then, whatever
you say...

Disc-Oh

I thought that I should warn you that your demo discs are getting lamer every issue. I first started collecting *PSM* in January and its demo disc was great. It had eight playable demos. Since then, the number of playable demos has decreased and the

number of video demos has increased. Please do something about it!

Craig Collins, NSW

PSM's demo discs are sourced through Sony in Europe and are subjected to regulations beyond our control. We have always endeavoured to get you the very best demos available and that is not about to change! The PSM cover disc is the best demo around!



BACK ISSUES now only \$14.95!



MAY '00 - #34

Disc contents - *Micro Mania*, *Demolition Racer*, *Player Manager 2000*, *Pro Pinball: Fantastic Journey*, *Renegade Racers*, *Syphon Filter 2* video, *Radikal Bikers* video, *WWF SmackDown* video, *Colony Wars: Red Sun* video, *N-Gen Racing* video, Download cheats.



JUNE '00 - #35

Disc contents - *MediEvil 2*, *Urban Chaos*, *Everybody's Golf 2*, *WWF SmackDown*, *UEFA Champions League: Season 99/00*, *Colin McRae Rally 2.0* video, *World Touring Cars* video, *Muppet RaceMania* video, *Spider-Man* video, *Star Wars* video.



JULY '00 - #36

Disc contents - *Tony Hawk's Pro Skater 2*, *Euro 2000*, *Muppet RaceMania*, *World Championship Snooker*, *Star Wars*, *In Cold Blood* video, *Hogs Of War* video, *Star Ocean* video, *Silent Bomber* video, *Vampire Hunter D* video.



AUG/SEP '00 - #37

Disc contents - *Colin McRae Rally 2.0*, *N-Gen Racing*, *Street Fighter EX2 Plus*, *Hogs Of War*, *Jedi Power Battles*, *Destruction Derby Raw* video, *In Cold Blood* video, *MoHo* video, *Tombi 2* video, *Ronaldo V-Football* video, Download cheats.



OCTOBER '00 - #38

Disc contents - *Spider-Man*, *Disney World Magical Racing Tour*, *TDCR World Touring Cars*, *Rayman 2*, *Tenchu 2*, *H-Men: Mutant Academy* video, *AC Revenge* video, *Sydney 2000* video, *Millie Miglia* video, *Infestation* video, Download cheats.



THE BEST OF 1999

Disc contents - *Metal Gear Solid*, *Ridge Racer Type 4*, *Rpe Escape*, *Gran Turismo*, *Cool Boarders 3*, *Tomb Raider 3*, *ISS Pro 98*, *Driver*, *Tekken III*, *Crash Bandicoot 3: Warped*.



THE 2000 COLLECTION

Disc contents - *Dino Crisis*, *Quake II*, *Legacy Of Cain: Soul Reaver*, *Silent Hill*, *Deathtrap Dungeon*, *Nightmare Creatures*, *Doom*, *Exhumed*, *Resident Evil* video, *Carmageddon* video.



SPORTS SPECIAL

Disc contents - *FIFA 2000*, *Active Ice Hockey 2*, *Victory Boxing 2*, *Cool Boarders 3*, *This Is Soccer*, *ISS Pro '98*, *Tony Hawk's Skateboarding*, *Anna Kournikova's Smash Court Tennis*, *Jonah Lomu Huggy*.



KIDS SPECIAL

Disc contents - *Spyro 2*, *Tarzan*, *Kingsley's Adventure*, *Barbie Race And Ride* video, *Buster And The Beanstalk* video, *Mulan* video, *A Bug's Life* video, *Muppet RaceMania* video.



TIPS SPECIAL

With Free Racing Handbook - *Gran Turismo* playguide, *Gran Turismo 2* playguide, plus 394 cheats for all the best driving games including *Colin McRae Rally*, *Crash Team Racing*, *Destruction Derby* and more!

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GALERIANS
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[PRE PLAY]



FFIX gives players an unprecedented amount of freedom to explore the in-game locations.



"The game opens with a stunning FMV sequence that rivals one of Walt's creations"



FFIX is packed with hours of character dialogue that helps create the 'medieval' olde worlde atmosphere of the game.



Final Fantasy IX

Final Fantasy IX may be the monumental RPG's final episode on PSone, but **Jamie Sefton** discovered that Square has saved the best until last.

Final Fantasy has revolutionised the RPG genre, dragging it out of the mire of annoying orcs and wimpy wizards into a realm of unbridled imagination, gut-wrenching effects, wonderful characters and utterly immersing gameplay.

PSM had an exclusive hands-on play of *FFIX*, and as predicted it has a distinctly different appearance to the previous two adventures. The sleek, cyber-punk structures and shiny, futuristic settings have been replaced with a more traditional, medieval look of rickety wooden houses and cobbled backstreets in the mould of a Grimm's Fairy Tale. The fantasy-orientated look was influenced by the key character of the black mage known as Vivi, and the change has been implemented so people wouldn't get tired of seeing the same old futuristic images of *FFVII*, *FFVIII* and the *FF* movie. However, the return of artist Yoshitaka Amano has had the most effect on the look of the game, with his surreal paintings heavily sampled for the stunning graphics.

The storyline of Square's latest *Final Fantasy* opus begins with the shocking news that Queen Brahne of Alexandria has started using a magical monster army to terrorise neighbouring kingdoms. Hearing of this, the young thief Zidane and a rowdy group of outsiders set sail for Alexandria castle in the flying theatre ship *Prima Vista*. The plan – to perform a play for Queen Brahne as a cover for rescuing/kidnapping the beautiful Princess Garnet. However, the heroes soon discover that it is a dark sorcerer called Kuja who is providing the once-placid monarch with weapons of destruction. So, the band of thieves, knights and sages begin a dangerous quest to discover Kuja's motives and save the world from oblivion.

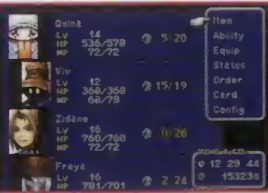
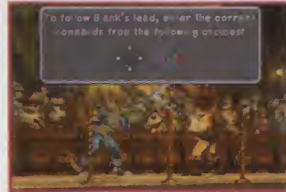
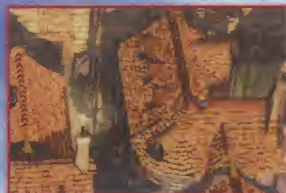
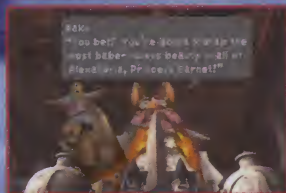
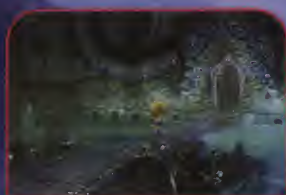
The game opens with a stunning FMV sequence that rivals one of Walt's creations, ending by throwing your

character of Zidane into darkness. You wander about until you stumble into a candle, which when lit, illuminates a wooden room on the *Prima Vista*. Zidane and his friends then meet the criminal Baku for the first real battle in the game. Fighting is still a little fiddly, but now you have four characters to choose from and the spells are even more spectacular – 'Pyro' producing a mesmerising display of shimmering coloured light. After the fight, the defeated Baku explains his plan to capture the Princess, and then another FMV sequence shows the propeller-driven theatre ship flying into the kingdom of Alexandria.

The action then switches to the young mage Vivi, who like the other controllable characters, can be moved smoothly around the town with the analog stick. Alexandria has been marvellously realised, packed with wonky medieval buildings, wooden shop signs and intricate stained glass windows. The camera view changes on each street scene to add to the epic, movie quality of the visuals.

Vivi meets up with a 'rat kid' called Puck, who helps him sneak into the castle via a highly enjoyable arcade-style rooftop scramble. There's another switch of player character back to Zidane and his troupe who begin the performance of their play, *I Want To Be Your Canary*, for Queen Brahne and the adventure truly begins.

From what PSM has seen, *Final Fantasy IX* will set new standards for the PlayStation. IX is the magic number.



PSM OPINION



Incredibly atmospheric and the inventive beginning sets the scene for a game with constant surprises.



It is sometimes difficult to grasp the significance of certain parts of the storyline, such as the strange play.



Once more, Square has given the series more than a damn hard tweaking. The graphics are unsurpassed, the atmosphere compelling and the gameplay utterly engrossing.



[Publisher: Ozisoft Developer: Eidos Release date: November Origin: UK Style: Adventure Players: One]

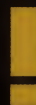
PSM OPINION



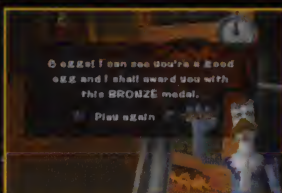
Chicken Run's replay value is good, it is a great license, and provides fun for all the family.



Frequent gamers may find it a bit simple, there's lots of wandering, and it's not overly original.



Perfect for the junior set, but the inclusion of clever sub-games, cut-scenes and movie footage might also be enough to engage the big kids for an hour or three as well.



Chicken Run

Metal Gear Solid with poultry? Maybe not, but is it finger-lickin' good? Well, it made **Craig Pearson** feel like *Chicken Tonight*...

The film on which this game is based is often described as *The Great Escape* with chickens. The equivalent in videogame terms is to call this stealth 'em up *Metal Gear Solid* with, er, poultry.

Chicken Run sees you control Ginger, Rocky, Nick or Fetcher as they attempt to escape the clutches of evil farm owners Mr and Mrs Tweedy and avoid being served up as pies. Not only does the game incorporate cut-scenes taken from the movie, it also includes sequences specifically designed for the game.

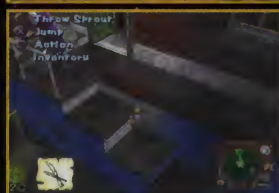
You must sneak your way around the farmyard, avoiding the patrolling farmer, his wife and their dogs, and attempt to pick up various farmyard collectables that can be used to help you fly the coop forever. Sticks, scissors and boots all get put to use in various ingenious escape attempts – such as disguising hens as the farmer's wife and making a run for it.

Strolling about the farmyard can get a bit samey, so *Chicken Run* includes lots of sub-games, such as catching eggs, and disguising yourself as the farmer's wife and releasing as many chickens from the farm within a time limit. You can use catapults, seesaws and fireworks to propel your buddies over the fence to freedom. A feature that shows how much *Chicken Run* is aimed at younger gamers is the way in which buttons to carry out a particular task are displayed.

Perhaps not finger-tickin' good, but *Chicken Run* is looking very enjoyable, especially for younger gamers.



The premise of *Chicken Run*? Mr Tweedy wants you and your clucking chums for a pie...



"Sticks, scissors and boots all get put to use in various ingenious escape attempts"



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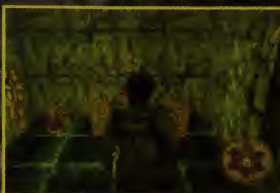
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ENTRIES CLOSE 28/02/01



[PRE PLAY]

[Publisher: Ozisoft Developer: Rebellion Release date: November Origin: Japan Style: 3D action/adventure Players: One]



PSM OPINION



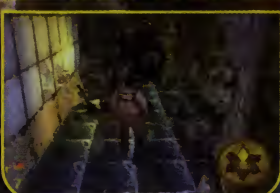
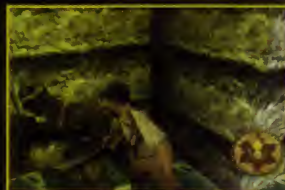
The *Mummy* is light-hearted, good-looking and fast-paced.



Some of the animations are whimsical, the draw distance is at times glitchy, and the walking actions are funny.



Fun so far, but not without its faults. The gameplay could become repetitive, as all you seem to do is run around, open doors and kill stuff. But we'll reserve judgement until our review.



"The *Mummy* is a *Tomb Raider*-esque affair, with lots of exploration, secret hunting and undead capers"

As in all good *Indiana Jones* escapades, you'll find yourself sprinting past falling columns and loosely tethered swords.

The Mummy

Al Bickham walks like an Egyptian in this *Indiana Jones*-inspired *Tomb Raider* look-alike and prepares to get lost in the murky world of *The Mummy*...

The *Mummy* is an undeniably absurd movie. It is *Indiana Jones* with a bit of tongue-in-cheek humour stirred in, and as such it is watchable and, on occasion, entertaining. And it seems Rebellion has taken the informal approach to the movie's PlayStation tie-in too.

Our man Rick O'Connell isn't in a flat panic. Oh no. With a thousand tons of sweating stone bearing down on him, surrounded by the grandeur and menace of an ancient race, and all of it accented by a sweeping film-worthy score, Rick languidly wiggles his way about the landscape.

Rick's standard item of equipment is his torch, which is used to illuminate your way, reveal hidden items and areas, and light panels that garner extra lives. The flaming brands you'll come across aren't just for decoration – they provide fire for Rick's torch, which burns for a limited period before snuffing itself out. So it's good to keep a mental note of where they are or he'll end up with a free nose job, courtesy of a rock-solid wall.

Essentially, *The Mummy* is a *Tomb Raider*-esque affair, with lots of exploration, secret hunting and undead capers. All the basic elements are there – jump, climb and shimmy controls, a sort of rolling strafe command to keep your man out of harm's way, and a look button so you can examine your surroundings in greater detail. Even Lara's trademark twin-shooters have been slipped in.

That's where the similarities end, though. The game engine works in a

completely different way to *Tomb Raider*'s: it's considerably speedier, and you can hoof it around the levels at quite a rate. The environments are a lot more enclosed too – you never quite know what kind of ancient rag-wrapped crustiness is waiting around the next corner to hug you to death. Tapping **Select** at any time will temporarily pop up a bar detailing how many lives you have left, how much treasure you've collected and the ammo count of your selected weapon.

Puzzle solving is definitely the order of the day, and while most are of the switch-opens-door variety, the method is often quite unusual; it takes a fair bit of hunting around to find that elusive secret switch. To this end, you find yourself pushing statues, rearranging mosaics and using lit torches on reactive panels to reveal hidden goodies and the road ahead. And don't just walk on by those depressions in the walls – many conceal treasure and other goodies, and they often contain more hidden switches.

The graphics are progressing nicely, with plenty of hieroglyphs and ancient Egyptian statuary adorning the tombs. The characters aren't bad either, being recognisable enough from their silver-screen origins. Our only gripe with the visuals is that the draw distance is minuscule. Maybe that's to add to the tension, but we suspect it's to keep the frame-rate speedy. Still, *The Mummy* looks pretty tasty – keep an eye out for a full review soon.



THE GRINCH

Publisher: Ozisoft **Developer:** Honami **Release date:** November **Origin:** Japan **Style:** 3D adventure **Players:** One



The Grinch. As furry green fellas go, he's an uncommonly embittered and vindictive individual.

He's a green, furry monster who smells a bit, has bad breath, and a penchant for rotten eggs. And he's just been ostracised by the good people of Whoville (the Whos, no less), exiled, and forced to live in a snowy cave several miles away in perfect solitude. He has every right to be angry with the common man. And he is. That's the lot of The Grinch, you see. So, he plots and schemes, and comes up with a plan to get his own back on the people of the town. This is where you take control.

Although *The Grinch* looks like a 3D platformer, that's not the crux of the game. In fact, there's no single thing that you have to do; you'll be destroying Christmas presents, tip-toeing past sleeping policemen, and collecting blueprints so that you can create bizarre and, for the most part, whiffy inventions.

The most striking thing about *The Grinch* is that you have to be unrelentingly spiteful. After all, you're the bad guy, so you do bad things.

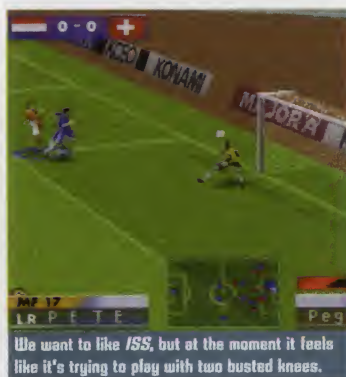
Thus far, the game engine is looking

pretty slick, and the cartoony, stylised graphics certainly lend the title a sense of atmosphere. The animations are great, too, both for the lumbering, fawning Grinch and his doggy companion, Max. Press **Select** at any time, and you'll be able to control Max instead of The Grinch. He's handy for reaching areas that The Grinch is too big to squeeze into, and also for distracting troublesome townspeople.

The Grinch is shaping up to be an inventive and original game. **AB**

ISS

Publisher: Ozisoft **Developer:** Honami **Release date:** November **Origin:** Japan **Style:** Soccer **Players:** Four



We want to like *ISS*, but at the moment it feels like it's trying to play with two busted knees.

Developed by the KCEO team responsible for the N64 *ISS*, this new effort contrasts greatly with *ISS Pro Evolution*. Taking an entirely different approach to videogame football, KCEO has attempted to create a title as accessible as *FIFA*, but which produces passing moves worthy of Brazil's 1970 World Cup winning side.

Cunning through-balls and cheeky chips are combined with slick passing to generate fluid attacks that end in frequent goalmouth incident. It's played purely for

arcade thrills and relies far more on attacking bravado than tactical acumen. The camera angles can be tweaked for your viewing pleasure, but the default is still the close-up side-on view that's ideal for when you want to spread the play, but tricky when you try to shoot.

In another twist, the finished version will also be the first *ISS* to feature real team and player names after Konami realised it couldn't compete with *FIFA* on gameplay alone.

Hardly the prettiest thing to look at, *ISS*

nevertheless delivers a fairly fluid game of soccer. The exception has to be when the players perform sharp turns or tackles – the animation seems to stand still.

In truth, this version is something of a stopgap before the arrival of *Pro Evolution 2* next year. Sure, pinball soccer is fast and fun, but it's hard to see it seriously competing with the sublime creativity of *Pro Evolution 2*.

Awkward and slow, *ISS* needs to improve if it's to live up to the high standards of other *ISS* titles. **PW**

GOLD AND GLORY - THE ROAD TO EL DORADO

Publisher: Ubi Soft **Developer:** Revelation Software **Release date:** November **Origin:** US **Style:** Adventure **Players:** One



Gold And Glory - The Road To El Dorado will hopefully do better than the movie it is based on.

Based on Dreamworks' recent movie *The Road To El Dorado*, which sank without too much impact at the Australian box office, the story follows two Spanish swindlers, Tulio and Miguel, searching for the mythical El Dorado, City of Gold. Both discover that friendship is more important than money and help the people of El Dorado resist Spanish attacks.

After previewing a buggy beta version, it's too early to say if Revelation has got a winner, but as it is

based on the *In Cold Blood* engine, it's clearly going to be a good-looking game, with an interesting mix of adventuring and action.

The player controls both Miguel and Tulio at different points in the game, moving their 3D representations through pre-rendered backgrounds. By using textures and images from the movie, gameplay and cut-scenes should link seamlessly, creating an interactive cartoon experience.

There are five different worlds –

Spain, the Ship, the Jungle, the Jaguar (under El Dorado) and El Dorado – with over 40 locations, and the key gameplay seems to be puzzle solving, although there will also be some action sections.

Miguel and Tulio both have their individual abilities and personalities – Miguel is strong and a sweet-talker, while Tulio is light, agile and able to negotiate. There's quite a bit of talking to people to do, and hopefully the voice acting won't be too awful. **SC**

DISNEY'S DINOSAUR

Publisher: Ubi Soft **Developer:** Sandbox Studios **Release date:** December **Origin:** US **Style:** Kids platform adventure **Players:** One



Disney's Dinosaur sees you controlling Aladar through 14 levels of prehistoric 3D puzzling.

With prehistoric gameplay and graphics, *Disney's Dinosaur* is bad to the bone. It's hard to be so critical of a game that's clearly aimed at the younger set, but there's no excuse for shoddy work just because it is a game for kids.

Like the movie, *Dinosaur* follows the quest for survival of young dinosaur Aladar in a chaotic, prehistoric world. The standout feature is that you can control three different characters from the movie, and each has different

abilities. You need to switch between them to solve puzzles, using their strengths for each situation. Big Aladar can push things with his bulk, Zini the lemur can throw rocks and climb trees, and Flija the pteranodon can fly around scouting the area, swoop enemies and drop sticks on their heads. While Ubi Soft wants to stress the fact that this type of gameplay hasn't been seen in a kids game before, it is a little strange that the Game Boy version actually featured six characters to control.

Unfortunately, controls are dodgy and it's often a case of trial and error in performing the tasks required. There are 14 not-terribly-lengthy stages and you'll be fetching food, fighting predators, solving puzzles and avoiding traps as you travel across deserts, mountains and a barren lakebed. But sometimes the objectives seem to make very little sense at all.

The only impressive feature at this stage is the cut-scenes straight from the film. Not fun. **JH**

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grind  session



PLAYTEST

War heroes we are not... Hell, we couldn't even work out how to pull the plug on the grenade. Rest assured that our men in *Medal Of Honor: Underground* created much more carnage. But if bombs and tanks don't take your fancy, check out this month's army of top games just in time for Christmas, including *Crash Bash*, *Tomb Raider Chronicles*, *Spyro 3* and more. Happy gaming!

PSM RATINGS

- | | |
|--|--|
| 10 For games that are near perfect. A must-buy. | 5 The wrong side of average. We'd avoid it. |
| 9 Highly recommended, this is a great game to play. | 4 Looking pretty dodgy. Major problems here. |
| 8 Very good. Well worth considering as a title. | 3 Very poor. Something has gone badly wrong. |
| 7 Not bad, but minor flaws mean we have doubts. | 2 Rubbish. An inept, short-lived game. Just crap. |
| 6 Fairly average. Not really worth purchasing. | 1 Take CD from sleeve and use as coffee coaster. |

REVIEWED

<i>Crash Bash</i>	46	<i>Danger Girl</i>	57
<i>Tomb Raider Chronicles</i>	48	<i>Disney's Aladdin In Nasira's Revenge</i>	57
<i>Spyro 3: Year Of The Dragon</i>	50	<i>Incredible Crisis</i>	58
<i>Medal Of Honor: Underground</i>	52	<i>Mike Tyson Boxing</i>	58
<i>WWF SmackDown 2: Know Your Role</i>	53	<i>This Is Soccer 2</i>	59
<i>MTV Sports: Skateboarding</i>	54	<i>Ray Crisis</i>	59
<i>MTV Pure Ride</i>	54	<i>Jungle Book Groove Party</i>	59
<i>ESPN Great Outdoors</i>	55	<i>Landmaker</i>	60
<i>Action Bass</i>	55	<i>Street Scooters</i>	60
<i>Flintstones Bedrock Bowling</i>	55	<i>Tomorrow Never Dies Platinum</i>	60
<i>Digimon World</i>	56	<i>Medal Of Honor Platinum</i>	60
<i>Ms Pac-Man Maze Madness</i>	56	<i>Gran Turismo 2 Platinum</i>	61
<i>Silent Hill Platinum</i>	57	<i>Martian Gothic Unification</i>	61



Crash Bash

No jumping and somersaulting through psychedelic worlds. No more racing round in crazy karts. Crash just wants to party.

It seems all that kart driving and looney platforming has finally taken its toll on the world's most famous bandicoot. He's clearly gone mad. This game is a massive departure from Crash's previous exploits, but all the same, Crash fans must give it a bash.

Crash Bash is a four-player party game in the style of the *Mario Party* titles, but with more complex and entertaining mini-games. There's plenty of fun to be had when alone, with the usual aim of unlocking new levels and collecting prizes, but it's against up to three friends that you'll be really laughing, cheering

and determine who shall seal the fate of the world once and for all.

The seven games have many variations but all are riotous fun with a crowd. The most simple involves trying to blow each other up with TNT and Nitro crates, and the funniest sees characters riding rodeo on the backs of polar bears trying to push each other off a slippery iceberg. Another sees Crash and his mates bouncing around on pogo sticks trying to claim territory as their own. Another brings back memories of the

"This is a hilarious party game... But there's plenty of fun to be had if you can't find a mate"

and getting the most out of the action.

The most surprising aspect of *Crash Bash* is that there's no board-game for players to trundle around. Instead, it's straight to the action, which will be appreciated by anyone who has played the *Mario Party* titles. Almost as surprising is that there's actually a plot! World peace is about to be disrupted once again, as the forces of good and evil clash. Aku Aku and Uka Uka call upon their teams to battle it out

Atari 2600's multiplayer gem *Combat*, with players inside mini tanks with rotating turrets. Crashball, a four-player Pong-variant where you zip from side to side and try to ping metal balls past your opponents, is the PSM office favourite and hilariously competitive.

The game's adventure mode can be played by one or two players, with players having to win each game and collect objects to progress. Each level consists of five events before

P.S.I.



Publisher:	Sony/Universal
Developer:	Eurocom
Release date:	December
Origin:	US
Style:	Party game
Price:	\$69.95 (NZ\$79.95)

WHY NOT TRY...

<i>Crash Team Racing</i>	PSM 28 9/10
<i>Bishi Bashi Special</i>	PSM 35 8/10
<i>Poy Poy 2</i>	PSM 21 7/10



15 *Crash Bash* is a party game at heart and is utterly insane.

6 Crank it up with your mates for some chaotic competition.

7 Crashball is an air hockey meets Hungry Hippos affair.

8-10 Each mini-game has its own freakish sideshow attraction.

11 Play through 12 rounds of Tournament to reign supreme and unlock more goodies.

12 The *Bandicoot* game engine has been utilised once again.

13 Enter the Warp Room and choose your game.



you face the obligatory big, bad boss. As you progress through the 30-plus levels, the games get trickier to win as extra twists or weapons are added. For example, the early levels of Crashball are straightforward four-player *Pong* battles, but the last is played on a constantly changing tilting disc with fans blowing balls in all directions.

Eight of your favourite *Crash Bandicoot* characters star in the game, including Crash, Coco, Dingodile, Tiny, N. Cortex and N. Brio, and each has different skills and weaknesses. As usual, the characters add a great deal of fun to the proceedings, and the graphics are lovely and true to the series. There are also plenty of touches that give the game great personality, like Crash's cheeky giggle, the roar of the polar bears when you charge, or when a huge walrus jumps onto the playing field in the icy stages.

Other playing modes include Battle and Tournament.

Tournament provides four variations of a single game, with the victor able to rib his mates when standing aloft a dais, while Battle lets you choose any level for a quick fight. You really can't exaggerate how much fun the game is against friends, but there are also four difficulty settings for the computer-controlled opponents to assist long-term appeal.

This is a hilarious party game. Single player longevity would have been helped enormously by more games, and we can't help feeling that some more racing games would have been a worthwhile addition. But there's still plenty of fun to be had if you can't find a mate. And if you have a bash with some mates and a Multitap, we're sure you'll be laughing like a bandicoot all night.

Jason Hill



VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

8 Colourful, packed with personality and true to the series.

9 Simple mini-games with plenty of twists and variations.

8 Dependent on having access to plenty of mates for multiplayer fun.

One of PlayStation's best party games, *Crash Bash* is hilarious fun with a crowd. Single player fun is short-lived, but Crash fans won't be disappointed.

Tomb Raider Chronicles

Dead or alive? Well, we sure as hell ain't giving it away. You'll just have to play it and find out for yourself...

Five years after the release of the first *Tomb Raider* game, the girl with the guns is a cultural phenomenon. She's appeared on the cover of style mags and featured in ads for fizzy drinks. Grown men even claim to have fallen in love with her. Alongside the hedgehog and the fat plumber, she is one of the most recognisable characters in videogame history.

But in the last game, Core Design appeared to kill her off. She was last seen buried under a bloody great big pile of pyramidal rubble, which rather begs the question, what are we doing with another game? Surely this is a blatant cash-in. Not by a long way. *Tomb Raider Chronicles* is far from the hastily slapped together rush job we were expecting – it's incredibly well put together.

TRC opens with Lara's friends and family gathered in the pouring rain mourning the apparent loss of one so young yet so very, very fit. Trusty butler Winston, Gaelic man of the cloth Father Patrick, and French fancy Jean Yves return to Croft Mansions after the memorial service and begin to reminisce over the scrapes that Lara got into in the last four epic adventures. While it sounds like a shaky plot device for a game, it works very well.

Chronicles is split into four separate and distinct mini-adventures linked only by Lara – not by an epic quest for a collection of

thing to do. The guy in the crane has spotted you and dropped his steel talons down on your pig-tailed butt. Hello, instant death.

Once inside the sub, the camera angles generate a nasty, claustrophobic atmosphere, with Lara stalking round, dodging sparking electrical cables, never knowing quite what's around the next corner. Reminiscent of any submarine movie, the level balances perfectly the thought and action that's at the heart of the *TR* series.

By the third adventure, we flash back to an inquisitive teenage Lara, stowed away with Father Patrick on a jaunt to Ireland to solve a mysterious haunting. Since Lara's so young, she has no weapons and must rely on brainpower to get through the level. It's a nice idea, but of all the levels, it is the weakest. Setting the adventure at night doesn't help, especially when the level revolves around making precision jumps and dodging little creatures. It's also the only level where the in-game cut-scenes and camera views don't work as well as they could, again because of the darkness. You'll find Lara stuck in an old chapel, where the camera skips around the rafters following her. Unfortunately, the skeleton that's chasing you with a sword is oblivious to your fumbings with the view. A shame because the idea of a purely puzzle-based Lara adventure could have worked very well.

Finally, we arrive at undoubtedly the best level in the game, and probably one of the best *TR* levels ever. Alongside helping-hand

"Lara appears to be able to do a whole load of actions above and beyond the call of duty"

ancient artefacts. The first quarter of the game begins behind the opera house in Rome (the one from *TR2*) with Lara on a hunt for the Philosopher's Stone. Inept bad guys Larsen and Pierre are chasing her round a temple as she searches for the keys to unlock the way through to the next level. So far, so very *Tomb Raider* – except the puzzles are a little more accessible and the lovingly textured back alleys of this game make the Rome of *TR2* look like the backstreets of Delhi. Which is good. But the crucial factor that tightens up the gameplay is the way the levels have been designed this time. By returning to the compact levels of the early games, *TRC* keeps you riveted to the adventure – solve puzzle, crack code, move on to the next one, all guns blazing.

It's in the second adventure that you get a sense of just how creative the designers have been. Lara dons Arctic camouflage gear and infiltrates an abandoned German U-Boat, housing the mythical Spear Of Destiny that Hitler was supposedly trying to get his hands on in World War II. The puzzles that lead to the sub may be classic *TR*, but the penalties of failure reveal a sick twist.

The opening area is a cargo bay containing a guy who controls a huge crane that's sweeping across the ceiling, picking up crates. The first time you walk in the room you'll wander about for a few seconds before hearing a whirring noise. Automatically you'll stop dead (whirring noises in *TR* are bad), which is completely the wrong

Zip, Lara's mission is to break into Von Croy's headquarters and steal the artefact known as the Iris. Having blasted past a couple of plasma-wielding guards, Lara discovers the place is stacked up to the rafters with alarm systems. Time to dump the gunnery then. Fortunately she's something of a part-time chemist and, after finding a couple of jars of chloroform and bits of cloth, sets about knocking out the laser-wielding guardsmen. Despite being a relatively small level, there's a touch of genius in the way the gameplay guides the player through the building. Lara appears to be able to do a whole load of actions above and beyond the call of duty, such as sliding into bad guys and leaping out of the way of laser lunges. And the lighting effect on that cat suit is something to behold...

The standard Croft improvements crop up in *TRC*, with a couple of new moves such as the superbly animated tightrope walk and the parallel bar swing, but Core has also managed to graft a scary edge on to the action. On numerous occasions during the game, set pieces occur that you just never expect, adding a real level of suspense to the game.

Anyway, back to this Croft-meets-the-Grim Reaper issue. Surely they can't really have killed her off? Isn't she supposed to be appearing on PS2? For the answer to that question, you'll have to play the game. And you really do have to play this game.

Dan Mayers



P.S.I.



Publisher:	Ozisoft/Eidos
Developer:	Core Design
Release date:	Out now
Origin:	UK
Style:	Action adventure
Price:	\$79.95 (NZ\$99.95)

WHY NOT TRY...

<i>Metal Gear Solid</i>	10/10 PS1/32
<i>Syphon Filter 2</i>	9/10 PS1/33
<i>Resident Evil 3 Nemesis</i>	9/10 PS1/30

VERDICT

10

GRAPHICS
GAMEPLAY
LIFESPAN

10 The pinnacle of PlayStation texturing. Sigh.

10 Masterfully paced and much tighter than the last two adventures.

9 The secrets make it worth playing a couple of times. As usual...

Chronicles is the epitome of just how good an adventure can be. Next-gen Lara's reputed to be something "different". If Core maintains the high standard, she'll be in good hands.



12 Rome is lovingly re-created: the cobbled piazzas give way to intricate carvings.
37 All four adventures offer different environments through which Lara can leap like a gazelle.
88 Thanks to the way the camera swings about, the puzzles are much clearer than in the previous games.
10 Crawling through pipes is a big part of the game - Von Croy's HQ is riddled with them.





[PLAY TEST]



Step right up, Spyro. Behind this door, the single greatest show on earth! That's right, dancing! Season tickets are available, you'll have to act fast.



Spyro 3: Year Of The Dragon

This is the last *Spyro* game to be made by his creators at Insomniac and they've pulled out an absolute beauty for his PlayStation swansong.

P.Y.I.



Publisher:	Sony
Developer:	Insomniac
Release date:	Out now
Origin:	US
Style:	3D Platformer
Price:	\$69.95 (NZ\$79.95)

WHY NOT TRY...

<i>Spyro 2: Gateway To Glimmer</i>	PSM 28 9/10
<i>Spyro The Dragon</i>	PSM 16 8/10
<i>Croc 2</i>	PSM 24 8/10

The PlayStation2 may be here and sucking up most of the attention, but if your Christmas plans don't look set to include a PS2, then you can console yourself with the best platform game ever seen on PSOne. Because that's exactly what *Spyro 3: Year Of The Dragon* is.

Returning to the Dragon World after defeating Ripto in Avalar, Spyro finds everyone celebrating the arrival of the newest dragon egg. After partying all night, everyone falls into an exhausted sleep. While everyone's out to it, creatures called rhynocs sent by an evil crocodile-like sorceress creep in through holes from the Forgotten World and steal all the eggs.

When the dragons awake, they discover the species-threatening robbery and realise that the only dragon small enough to chase the rhynocs through the holes is (drumroll, please)... Spyro! Spyro, of course, volunteers to recover the eggs and so the new adventure begins.

The opening animation is short and sweet, but there are many

other cut-scenes throughout the course of the game, fleshing out the storyline and introducing new characters. While some familiar faces from *Spyro 2* make a reappearance (like Hunter and Moneybags), there are also new acquaintances such as Bianca, the sorceress' apprentice who tries to hinder Spyro's progress (and gets caught up in an intriguing relationship with Hunter).

A wide range of weird and wonderful characters also welcome you to many of the 'levels' and set you quests that will earn you the precious dragon eggs (which you must collect to open up new levels). The voice-acting is of a high-quality and there's the now-usual *Spyro* humour often at play. Apart from the non-playable characters, there are four playable characters (five if you count Sparx the Dragonfly) and their brilliantly realised individual abilities add whole new dimensions of fun to the classic *Spyro* action.

Bentley the Strongman is a large furry creature (with an equally large vocabulary) who loves to bash things with his club; Aussie-



duel
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analog



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card



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number
of players



- 13 Spyro has more attacks than ever, but his flaming breath is still his staple weapon.
- 48 Money comes in the form of gems. Get enough and Moneybags will open up all kinds of levels.
- 79 This is clearly the best-looking platformer to appear on PSone.
- 10-11 Blast your way through the rhynoc hordes using your rockets.
- 12 Sheila the Hengeroo has a pretty devastating kick attack.



accented Sheila the Kangaroo can jump high and stomp on baddies; Sergeant Byrd is a penguin with shoulder-mounted rockets and the ability to fly and drop bombs; Agent 9 is a crazy space monkey who tosses bombs and blasts things with his laser; and finally, Sparx has four 'top-down' levels with a very old-school feel.

The game is 50 per cent bigger than *Spyro 2*, but the levels have been well-designed to make progress more streamlined and less confusing than the last game. The main levels and all the various mini-games, bosses and sub-missions all fit together beautifully, and the seamless nature of the game is aided by auto-saving during the brief loading between levels.

The variety of mini-games was the main advance from the

funky, syncopated beats, but retaining the old familiar *Spyro* sounds from the first two games. The result is music that you won't have to turn down, even after several hours glued to the TV.

And you WILL spend hours in front of this game, as it's stupidly playable, with an intelligence and charm that will win over gamers of all ages. It doesn't patronise younger gamers and has enough humour and fiendishly tight gameplay to tempt older players. The learning curve is perfect – starting off easy and steadily ramping up in difficulty until it becomes highly challenging. Beating the nasty sorceress is not the end of the action and you'll

"The main levels, mini-games, bosses and sub-missions all fit together beautifully"

original game to *Spyro 2*, and *Spyro 3* keeps the favourites (such as chasing the egg thieves and the raceways) and adds a whole lot more. Fancy a *Doom*-style first-person shooter. You got one. How about warped ice hockey? That too. Or a *Time Crisis*-style on-rails shooter. Yep. Maybe some skateboarding? No problem. Plus boxing, swimming through a fast-flowing tube and a range of other activities. Most work a treat, and the game's only flaw is that there's not enough of some of these mini-games!

Stewart Copeland (of '80s pop group The Police) returned to do the soundtrack on *Spyro 3*, upping the tempo and adding some

have to find ALL the eggs and the gems for the true finale.

The *Spyro* series just got better and better, and *Spyro 3* is a triumphant farewell for the cute young dragon from his creator, Insomniac Games, which has now moved on to create a whole new game for the PS2. Before *Spyro*, it only had the little-known blaster *Disruptor* to its credit, but thanks to a smart-talking young dragon, it is now clearly one of the hottest game development houses on the planet. We will await its PS2 game eagerly, but *Spyro* fans shouldn't fear – we haven't seen the last of him either!

Stuart Clarke

VERDICT

10

GRAPHICS
GAMEPLAY
LIFESPAN

10 Solid, cartoony visuals in the now familiar *Spyro* aesthetic.

10 An amazing variety of mini-games, all superbly implemented.

9 Beating the sorceress is NOT the end of things...

Spyro 3: Year Of The Dragon is absolutely brilliant. One of the PlayStation's finest hours. If only all games played this well.



- 1 *MOH* fans hungry for more will be perfectly happy with this sequel.
- 2 Newcomers will barely notice the difference.
- 3 Even more beautiful weapons are at your disposal in *Underground*.
- 4 A bold, gunfire-spraying rush into a group of lurking guards doesn't always work... You need to think smart in this game.
- 5 Crouching, dodging and taking cover is vital.

Medal Of Honor: Underground

In film terms, this is a dark and dingy thriller with rugged heroes, dastardly villains and some magnificent action set pieces.

The original *Medal Of Honor* was a rich soup of authentic period detail, brutal action and brain-flexing puzzle subplots (*PSM* 29, 9/10). Recently, only *Alien Resurrection* has threatened to overshadow *MOH*'s claim to King Of Intelligent PS Shooters; but now there's *Medal Of Honor: Underground*, with moments that will make even PC owners bawl with envy.

This time you play Manon – a younger version of the whispering woman who oversaw the missions in the original. As it is a prequel, you must advance Manon from an eager young French Resistance firebrand to a lethal OSS super-agent. The set-up is the same: a neatly animated menu screen depicts Manon's secret operations base in the cellar of some French bakery. Missions are unlocked in sub-chunks of three or four, book-ended with WWII history lesson movies.

It all starts basically enough, with an orientation stroll in which Manon has to follow her brother's lead as he scurries around trying to collect explosives, but the challenges soon flow thicker, faster and, in some cases, joy-pad-flinging harder. There's plenty of globe-hopping: France, Morocco, Germany, Greece – all leading to the final push in Paris, with the aim of flushing Fritz out of France for good.

It's a case of studied enhancement rather than radical overhaul.

The weapons are more varied, satisfying and useful, and the missions seem carefully geared to variety: take out the guys in the gun towers with the sniper rifle, disable the anti-aircraft guns with a grenade or two, mow down a crowd of bellowing soldiers with an automatic, and take out tanks and motorcycles with the rocket-launcher.

The key triumph of *Underground* is that all this fabulous attention to gameplay variety is set in such a supremely convincing atmosphere. If you can excuse the usual glitchiness that comes with this kind of ambition, graphics are stylised and evocative.

The sound is wonderful, and with a clearly enhanced enemy AI, firefights can seem frighteningly realistic. You'll need to be solid in mixing firepower with strategy – lurking around a corner and waiting for the predictable rush of cannon-fodder rarely works.

And the final bonus: a two-player mode, which isn't bad. It's a straight deathmatch in well-crafted locations, with the usual customisation options.

This is an authentic, involving, one-player experience. A bit more than a mission-pack, a bit less than a sequel revamp.

Andy Lowe

P.V.I.



Publisher:	EA
Developer:	Dreamworks Interactive
Release date:	December
Origin:	US
Style:	Action
Price:	\$79.95 (NZ\$79.95)

WHY NOT TRY...

<i>Metal Gear Solid</i>	10/10 <i>PSM</i> 32
<i>Syphon Filter 2</i>	9/10 <i>PSM</i> 33
<i>Medal Of Honor</i>	9/10 <i>PSM</i> 29

VERDICT

9

GRAPHICS
GAMEPLAY
LIFESPAN

- 9 Smeary textures, but incredible attention to period detail.
- 9 A blend of frantic, first-person shooty action and moody stealth.
- 9 It's big, with secrets aplenty and lots of replay value.

Not a huge leap forward from the original, but easily as much fun, with all the enhancements in the right place. If you own *Medal Of Honor*, get this. If you don't, get both.

dual
shock

analog

memory
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of players

- 1 There are more options and modes than you could shake a stick at.
- 2 Simple one-on-ones and tag matches are probably still the best way to have fun.
- 3 The Special option in Exhibition mode offers some pretty wacky ways to wrestle.
- 45 The new-improved camera angles mean you actually get to see the pain on wrestlers' faces.

P.V.I.



Publisher: Ozisoft/THQ
Developer: Yukes
Release date: December
Origin: US
Style: Wrestling
Price: \$79.95 (NZ\$99.95)

WHY NOT TRY...

WWF SmackDown 8/10 PSM 34
WWF Attitude 8/10 PSM 36
WCW Mayhem 7/10 PSM 29

WWF SmackDown 2: Know Your Role

Have no table manners? You'll fit right in with The Dudleys then...

You would think now that the PS2 is nearly here, we would begin coming across original PlayStation games that are starting to look tired, but this isn't the case with *SmackDown 2*. This impressive game delivers a full force DDT to all the competition and snatches the championship belt with ease.

It has been a long time since PSM has booted up a wrestling game and been gob-smacked by the quality of the graphics, but it happened when we loaded *WWF SmackDown 2*. Even when the demo mode of *SmackDown* came into view, it was plain to see that this game was the best looking wrestling game ever.

The various combatants look so much like their flesh and blood namesakes, it is uncanny. They also breathe and move with an organic smoothness no other wrestling game can match. Big-name stars like The Rock are particularly impressive, as their facial features have been reproduced superbly. There are also 50 other fighters (and we use the term loosely), plus you can create your own using an extremely complex, but fun system.

As you'd expect, each bout begins with the usual full-motion video snippet, but the game also presents the animated 3D character walking out to meet the crowd, with the video in the background. This effect is brilliant, and helps set the tone and energy level for the competition which then follows.

Overall *SmackDown 2* is a more polished effort than the original game, and particular attention has been paid to characters' special signature moves and the accuracy of each wrestler's repertoire. The Rock's people's elbow is spot on and some of the animations for the more distinctive wrestlers, like The Dudleys, are hilariously accurate.

There are lots of in-game options like Pay Per View, Exhibition Matches and Full Season mode, and the number of different match types is also comprehensive.

Did someone say "tables"?! The control system is very easy to get the hang of and you will enjoy the variety of simple moves on offer. Best of all, you can now engage in some of the tastier special scenarios with your favourite characters. Yep, that's right, you can play (either on your own or with a friend) as the nutbag Dudleys as you slam people trough tables! This is almost worth the price of admission alone!

The McMahon clan is also playable, and this is the first time the weedy shyster Shane McMahon actually looks convincing and is capable of winning a bout. Vince and his delightfully proportioned daughter Stephanie are also at your disposal if you feel like dragging them into the ring and belting seven bells out of 'em.

Briefs between match segues help tell the stories of the feuds between stables, and you can even have the odd dressing room brawl.

The game could have done with more speech and some decent commentary, but this minor foible aside, there is plenty of beefy fun to be had here.

Steve Polak



VERDICT

8

GRAPHICS
 GAMEPLAY
 LIFESPAN

- 9 Even the butt-ugly Gangrel looks good.
 8 Great, easy-to-use moves.
 8 Lots of options and the season takes some time to play.

This is a brilliant wrestling game that is just a few rounds shy of a 9. Scoring politics aside, buy it anyway.



[PLAY TEST]

MTV Sports: Skateboarding

Publisher: Ozisoft **Developer:** THQ **Release date:** Out now **Origin:** US **Style:** Skateboarding

Players: Two **Entres:** Analog, Dual Shock, Memory Card **Price:** \$89.95 (NZ\$89.95)

THQ has come out of the murky depths of nowhere to take Tony Hawk on in a bid for the half-pipe crown. Taking on the mighty Tony Hawk is a big ask. So what is THQ's weapon? Another master of kickflip indies, pro skater Andy MacDonald. And that's about it really. The contest was over before it even started. *MTV Sports: Skateboarding* goes all out in offering gamers as many options, modes and big names as anyone else, but it crashes and burns where it really counts – the graphics and control system.

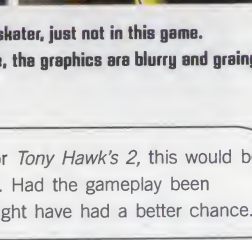
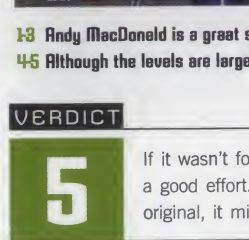
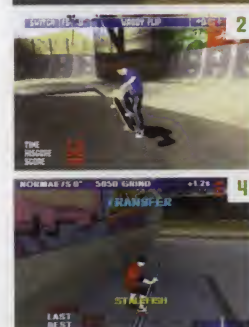
First, let's mention what THQ has done right. The soundtrack. Extreme sports games have always had some form of association with bands and their music represented in the sport, and perhaps MTV's involvement is part of the reason this has one of the strongest collections of skate-inspired tracks in a game to date. Bands include Cypress Hill, The Deftones, Pennywise and more. Players have the option to select any track from the line-up while a level is loading and loading and still loading... Conveniently cool or a clever cover-up?

The game is definitely not short on playing modes, with 10 in total, and had the control system been up to scratch, the variety of gameplay might have made for endless hours of enjoyment in Freeski, Battle, Lifestyle, Deathmatch, Timebomb and Stunt modes.

The tricks system caters for 64 unique moves, which can then be combined to create even more moves. Yet again, the unresponsive control system fails to allow easy access to these, proving nothing but a frustrating experience. What will hit you first though, is the poor graphics – they are anything but exciting, let alone crisp and detailed. Add to that a frame-rate you'd swear was straight from an online fragfest, and all of a sudden you're desperate for any evidence of innovation in this game.

It's too bad, really. *MTV Sports: Skateboarding* has got all the right ingredients, it's just a shame about the soggy controls and off-putting visuals. Sorry Andy, Tony gets to keep his half-pipe crown...

Mike Wilcox



1-3 Andy MacDonald is a great skater, just not in this game.

4-5 Although the levels are large, the graphics are blurry and grainy.

VERDICT

5

If it wasn't for *Tony Hawk's 2*, this would be a good effort. Had the gameplay been original, it might have had a better chance.

MTV Pure Ride

Publisher: Ozisoft **Developer:** THQ **Release date:** Out now **Origin:** US **Style:** Snowboarding

Players: Two **Entres:** Memory Card, Dual Shock, Analog **Price:** \$89.95 (NZ\$89.95)

Here's proof that there's more to MTV than boy bands. Not much though... As if resurrecting the career of New Kids On The Block doesn't sound bad enough, unleashing the equally vacuous *MTV Pure Ride* is like rubbing salt in the wound. Of course, it could be argued that this MTV-approved snowboarding effort is quite a clever idea. After all, it lifts a number of the elements that make this music conglomerate so unique. Sadly, when this amounts to jerky camera work and a crap soundtrack – neither of which is conducive to an entertaining videogame – THQ is unfortunately on a hiding to nothing.

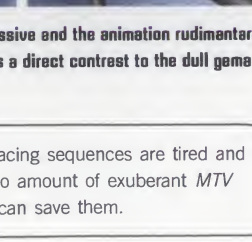
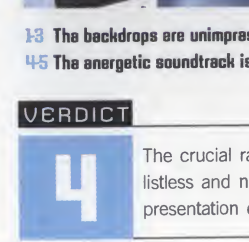
The biggest problem with *MTV Pure Ride*, however, is that it holds no surprises. It may feature seven courses and 21 board styles, and include the ability to try out stunts, speed runs and take on a mate in various modes, but there's an odd sense of déjà vu about it. Even the obligatory gnarly dudes that front the game are familiar, with the likes of Damian, Blaise, Shayla, Pecker and Bones (well, did you expect characters called Alan and Trevor in an MTV game?) all offering different boarding styles that aren't actually that different at all.

In a game that's flatter than a beginners' course, it's the Freeride mode that proves the high point, with a series of in-race tests designed to unlock

additional nondescript boards and boarders. Collecting icons and performing particular moves via finger-twisting button combinations will duly unlock the delights of a Swedish or Himalayan slope, each of which gets steadily harder to navigate. And when these hold no challenge, a rather finicky level designer is on offer, although there is only so much you can do with snow and obstacles.

For *MTV Pure Ride* to work within its constraints of over-familiar content, the actual racing elements would have to be very special. Unfortunately, the boarding action is of the most basic kind. Although the assorted moves are easy enough to pick up and the courses are open and relatively non-linear, there is a strange apathy plaguing the game that is at odds with its urgently cool soundtrack and presentation. The boarding sequences lack any real sense of pace, while the special moves are too simple and so fail to successfully mimic the intense fun and skill the real sport offers. Looking *Pure Ride* straight in the eye, we can honestly say it is a truly shallow and mindless specimen – at least it ties in with MTV in that respect...

Steve Merrett



1-3 The backdrops are unimpressive and the animation rudimentary.

4-5 The energetic soundtrack is a direct contrast to the dull game.

VERDICT

4

The crucial racing sequences are tired and listless and no amount of exuberant MTV presentation can save them.

ESPN Great Outdoor Games

Publisher: Ozisoft **Developer:** Konami **Release date:** Out now **Origin:** Japan **Style:** Fishing

Players: Two **Extras:** Memory Card, Dual Shock, **Price:** \$79.95 (NZ\$99.95)

Fishing is all about getting some fresh air and chilling out while pitting your wits against some very small brains. So it's a testament to people's laziness that the trend for fishing sims – which do without the fresh air and make it easy for you to catch fish every few seconds – shows no sign of abating. And so to *ESPN Great Outdoor*

VERDICT *Games*, which sounds like a really exciting extreme sports sim, but is just another fishing game that tries to add a twist by adding a mission element

4



Action Bass

Publisher: Jack Of All Games **Developer:** Take 2 Interactive **Release date:** Out now **Origin:** US

Style: Fishing **Players:** Two **Extras:** Memory Card, Analog, Dual Shock **Price:** \$79.95 (NZ\$99.95)

Fishing isn't a promising subject for a game but the same could be said for golf, tennis and footie management – and they've all inspired great games. Any way you look at it, *Action Bass* is just poor. Choose from nine different lures, cast your line and then hold down \times and push \downarrow every so often. You are greeted with

VERDICT an underwater shot of your chosen bait shimmying through the water and various bass taking an interest before one stupidly clamps its jaws around

2

the lure, pierces its lip and begins the struggle. The problem is that there's precious little skill involved. Take casting. It could have used a golf-style swingometer or required button-bashing, but no. Instead it's done automatically. Reeling in your catch is both simple and dull as you watch the line tension build and back-off every time the 'Caution!' warning flashes up. The killer though, is that this is a bass fishing game – other games have different fish with different habits... After you've seen one bass you've seen 'em all. **PW**



Flintstones Bedrock Bowling

Publisher: Ubi Soft **Developer:** SouthPeak Interactive **Release date:** Out now **Origin:** US

Style: Bowling **Players:** Four **Extras:** Memory Card, Dual Shock, Analog **Price:** \$79.95 (NZ\$99.95)

There are games that are great in theory but are poorly executed. Then there are games that sound ridiculous but turn out to be the work of genius. And then there are games like this. Everything about *Bedrock Bowling* is just plain wrong. From the awful concept (pilot half a bowling ball down a series of lanes knocking

VERDICT down pins) to the shockingly bad graphics (super-slow and packed with fogging and glitches). Much of the time there hardly seems to be any game

1

here at all as you roll aimlessly down a lane waiting for anything that will relieve the monotony. And we can't except the excuse that, "It's just for kids..." No one would pick this trip over the likes of *Ape Escape* or *Spyro 2*. Kids games should just happen to appeal to kids rather than contain none of the essential elements (addictive action, flash graphics, replay value) that make games worth playing in the first place. Games don't have to be complicated to be fun, but they do have to entertain, amuse and enthrall – this will just make you sad. **PW**



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Digimon World



Publisher: Ozisoft **Developer:** Bandai **Release date:** Out now **Origin:** Japan

Style: Monster training **Players:** Two **Extra:** Memory Card **Price:** \$79.95 (NZ\$99.95)

Are you the sort of person who buys Pepsi because you 'prefer the taste'? If you are you may well enjoy *Digimon World*, the 'other' monster training game. The one that isn't, well, Youknowwhatmon.

Pop in the disc and three things will happen. First, you'll metamorphose into a small boy with a huge head and freckles. Second, you'll be sucked through a wormhole into the world of Digimon. And third, you'll be followed everywhere by a small, innocuous, but eager-to-please monster.

Digimon World is organised rather like an RPG. You start off in a village, where you can stroll around, chat to the residents and buy things. Then, when you've exhausted the possibilities there, you can strike out in search of adventure.

The first place you should head for is the training area, where you can start to work your monster into fighting shape, Rocky-style. Then you'll probably want to go to the toilet. No, really.

Digimon World takes its Tamagotchi (also created by Bandai) heritage seriously, endowing your monster with a full complement of bodily functions. When he's hungry, a little thought bubble appears over his head with some food in it. When he's tired, a bubble full of Zs appears.

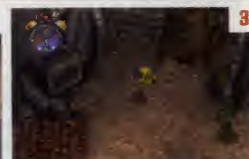
And when his digestive processes have run their course, you'd better move fast.

The real meat of the game, however, is the combat. As you stroll around the map, other monsters pile in. But as far as the trainer is concerned, combat is a pretty hands-off affair. All you can really do is watch and pray, although as your monster's abilities grow you'll be able to give him more guidance. Should the little fellow win, his vanquished foe will sometimes join the monsters living in the village, unlocking further screens to explore. But should he lose, your monstrous mate waves farewell to one of his three lives.

With its pretty graphics and exciting battles, *Digimon World* is agreeable enough. But it's a bit odd. The feeding/sleeping/pooing side swiftly wears thin, and the random monster attacks grow similarly threadbare.

Most traumatic of all, however, is that just as you're growing attached to your monster, he 'diginvolves' into a different one – which then has to be reared from scratch. If you play the game for long enough you'll play with all 80 Digimon. But (sniff) you don't even get a chance to say goodbye.

Jonathan Davies



12 Right from the word go, your monster will demand attention.
35 There's plenty to plough through – but only if it grabs you...

VERDICT

7

A likeable variation on the Tamagotchi theme designed to appeal to the maternal side of us all. It may start to grate, though.

Ms Pac-Man Maze Madness

Publisher: Sony **Developer:** Namco **Release date:** Out now **Origin:** US **Style:** Action/Puzzler

Players: Four **Extra:** Dual Shock, Memory Card, MultiTap **Price:** \$69.95 (NZ\$79.95)

Namco may well be best known for such classics as *Ridge Racer*, *Tekken* and *Ace Combat*, but turn back the clock almost 20 years and you'll discover it enjoyed virtually the same success with arcade games.

One such '80s classic is the *Pac-Man* series. Namco's first attempt at resurrecting the series on PlayStation was with *Pac-Man World* and now it's Ms Pac-Man's turn for a complete 3D makeover.

At the heart of *Ms Pac-Man Maze Madness* lies the same tried and true gameplay that made *Pac-Man* games such classics. Weaving through mazes, chomping yellow dots, eating fruit and avoiding the ghostly enemies are all still at the heart of the action. Also added to this version are a series of puzzle elements. Often you'll have to push blocks, set explosives and do some extra thinking to complete levels, which saves the game from being simply a maze-crawler. Enemies are also more creative than the simple ghosts that used to follow you into every corner of the maze.

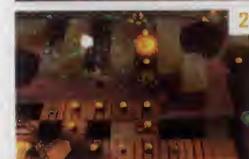
The single player game involves a pseudo storyline concerning the collection of the four

gems of virtue needed to save Pac-Land, which serves adequately as a link for the variety of stages within four themed worlds. The game's replay value is extended by the three multiplayer modes – Dot Mania, Ghost Tag and Da Bomb – offering an interesting spin on hot potato, a dash for the dots, and a catch-me-if-you-can chase. If that's still not enough to curb your hunger, you can chomp away to your heart's content on an arcade accurate version of the classic game, which has also been included.

Visually, the game's 3D environments are brought to life with ample bright colours, subtle special effects, and simple animations, though this clean and simplistic look will perhaps appeal more to younger gamers.

Ms Pac-Man is a worthy reworking of the original, offering a blend of new features and old classic gameplay. This is one rare videogame that has stood the test of time and survived to tell another tale.

Mike Wilcox



12 The graphics are colourful and clean – nothing jaw-dropping, though.
35 There are puzzles aplenty and multiplayer madness to boot.

VERDICT

8

This faithful adaptation of the original bursts into 3D, offering a cool collection of updated extras.

Silent Hill

Publisher: Ozisoft **Developer:** Konami **Release date:** Out now **Origin:** Japan **Style:** Survival horror

Players: One **Extras:** Dual Shock, Memory Card, Analog **Price:** \$39.95 (NZ\$39.95)

Over a year after its original release, Konami's *Silent Hill* still sits amongst the top echelon of survival horror games. When the game was first launched, a few critics suggested it lacked depth in comparison to some of the genre's competing titles. The game definitely managed to come up trumps in plenty of other departments,

VERDICT

8

though. Playing as a character named Harry, you wake up in a cold, deserted town and soon set off to find your missing daughter Cheryl. On your

journey you meet up with a whole cast of characters (that peculiarly, resemble particular Hollywood celebrities – it's a game in itself picking them out!). As you move across town on a loose trail of clues, you soon uncover a chilling parallel world and an evil that'll scare you silly. Some of the ideas and cinematics are brilliant and the 'piano' puzzle is one of gaming's classics. The mood of the game is made even more chilling with the continual pulsing of the Dual Shock in your hands. A must-try... **RY**



Danger Girl

Publisher: Ozisoft **Developer:** THQ **Release date:** Out now **Origin:** US **Style:** Action

Players: One **Extras:** Analog, Dual Shock, Memory Card **Price:** \$79.95 (NZ\$99.95)

Comic aficionados may know J. Scott Campbell's *Danger Girl*, but for those who have never heard of it before, *DG* takes exploitation of tits 'n' ass to a whole new high (or low). A mix of James Bond and *Charles Angels*, it features a secret organisation of deadly yet gorgeous female agents, all armed with enormous cleavages. It's

VERDICT

6

tacky, predictable and critically panned, but you may get a laugh if you're wired that way. The game could have been a bit of fun too (in a non-PC way), but

unfortunately dodgy controls and buggy graphics put paid to those hopes. Thanks to sloppy development work it is more frustrating than fun. You play all three girls at stages of the game, and they're slightly different in style, ability and looks. The gameplay and graphics are very similar to *Syphon Filter* and the auto-aim firing system allows you to do all the comic book stunts like running and diving whilst taking out enemies. There's also a whole arsenal of weapons to find and use. Not a bad attempt, but it is let-down by poor control and a lack of options. **SC**



Disney's Aladdin In Nasira's Revenge

Publisher: Sony **Developer:** Argonaut Software **Release date:** Out now **Origin:** US **Style:** 3D platformer

Players: One **Extras:** Memory Card **Price:** \$69.95 (NZ\$79.95)

Disney's Aladdin sees you take charge of the baggy-trousered one for 28 levels of Arabian antics. Armed only with a scimitar, ballet skills and some useful friends, you must save the sultan, princess and kingdom from the netherworldly sorceress Nasira – and collect a fortune in gold. There's lots of prancing, sliding

VERDICT

6

and charging around well-constructed, visually pleasing locations, collecting coins and gems, and bashing baddies. It's only marginally challenging, but

fulfilling your coin quota and the end-of-level bonus games sometimes provide a swift burst of amusement. What saves *Aladdin* from drowning in its own Disney drivel is the way the game constantly switches modes. One minute you're stealing apples from a narcoleptic street vendor, the next you're dodging collapsing pillars whilst riding an out-of-control Persian rug. Wholesome fun and good basic training for young cadet gamers, but it'll hardly have hardcore gamers rubbing their lamps with delight, Turkish or otherwise... **NE**



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Incredible Crisis

Publisher: Ozisoft **Developer:** Titus **Release date:** Out now **Origin:** Japan **Style:** Action/Puzzler

Players: One **Extras:** Memory Card **Price:** \$79.95 (NZ\$99.95)

More and more gaming weirdness is stowing itself away on planes out of Japan these days. Not a bad thing – after all, where would we be without the likes of *Um Jammer Lammy*, *Vib Ribbon* and *Bishi Bashi Special* to make our lives that little bit more interesting?

Having said that, *Incredible Crisis* is a bit of a weird one. In parts, it is ingenious and innovative, while in others it's staid and repetitive. On playing the game, you'll experience an overwhelming sense of achievement coupled with an urge to throw the CD, your joy pad and your PlayStation out of a very high window.

Essentially, it's a collection of crazy mini-games following the story of a Japanese family whose lives are plagued with mishap and misfortune. You play the part of different family members, and as each of them encounters a crisis, you jump between FMV and mini-game.

It's an eclectic selection of scenarios. One minute you're running away from a giant preying mantis in a button-bashing frenzy, the next you're trying to solve mathematical puzzles that would even frighten Mensa members. It's an all-in-one test of gaming ability, general

knowledge, reaction times, calculus skills and, at times, your patience.

Incredible Crisis' learning curve is as bizarre as its subject matter. Actually, it's more of a learning wave: the games don't seem to get progressively harder, but follow their own fluctuating difficulty patterns – sometimes hard, sometimes easy. This isn't necessarily a bad thing. But it is frustrating to get stuck only 20 minutes into the proceedings and stay that way for hours. Conversely, once you get past this early hitch, it's easy enough to race through the other problems. However, some may feel short-changed as many games are repeated a number of times, only using different characters.

Some of *Incredible Crisis*' elements, such as the general knowledge bits and the puzzles, have been missing on the PlayStation up until now, and they're presented with a nicely surreal sense of humour here.

In some places, this is a fine game, but in others it's quite poor. With more time, effort and thought, *Incredible Crisis* could have been an incredible achievement.

Catherine Channon



13 The graphics aren't incredible...

45 ...but the gameplay will at times cause a crisis.

VERDICT

6

Incredible Crisis could be a much better game than it is. Its originality, gameplay and attention to detail are drastically let-down by repetition.

Mike Tyson Boxing

Publisher: Ozisoft **Developer:** Codemasters **Release date:** Out now **Origin:** UK **Style:** Boxing

Players: Eight **Extras:** Memory Card, Dual Shock, Analog **Price:** \$69.95 (NZ\$89.95)

Can Codemasters, with some help from "Iron" Mike Tyson, take the PlayStation fisticuffs crown? This game has been a long, long time in the making – almost three years, in fact. Called *Prince Naseem Boxing* for most of its time in production, the last-minute change (for territories outside the UK) to feature Mike Tyson is slightly weird. Sure, "Iron" Mike is more globally recognisable than England's Prince Naseem, but Tyson's glory days in the ring are definitely behind him – he is now more infamous as a convicted rapist and an ear biter.

Title issue aside, the Codemasters logo on a game is usually a guarantee of quality, with recent hits such as *Colin McRae Rally 2.0* and *TOCA World Touring Cars* reinforcing their reputation, but *Mike Tyson Boxing* is simply not up to their usual high standard. The lengthy development period pointed to problems, and while it's not completely awful, it's not a great deal of fun either.

There are no real world boxers apart from Tyson, and the gameplay is slow, clumsy and very simple. There are none of the combinations of *Knockout Kings*, nor any of the flamboyant personalities of *Ready 2 Rumble*. The graphics aren't going to distract from the dull action either, as for some unknown reason the characters were not motion-captured, so the boxers jerk around quite

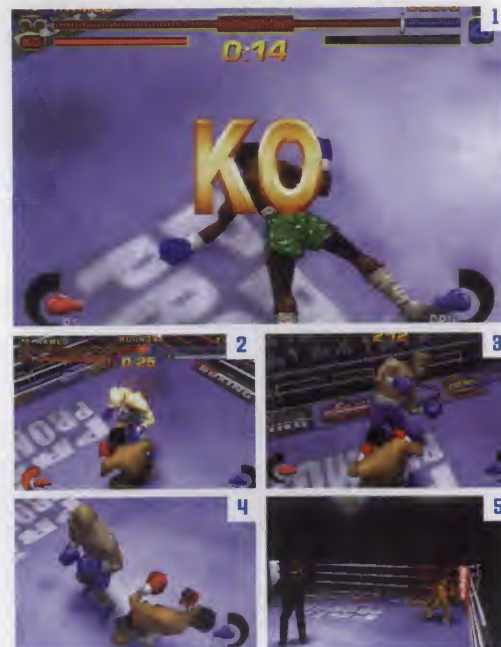
unrealistically. The punches also look silly (the collision detection is not great, which also doesn't help), and the dodge move is hysterically bad, with your boxer craning his head at impossible angles.

If you do manage to evade some blows, a special punch bar fills up with power, and when it's full you have 10 seconds to pull off a couple of big punches that will mess up your opponent. That's one of the only fresh touches in *Mike Tyson Boxing*, the other being when you're knocked out, you'll have to press randomly appearing buttons in time with a swaying needle. Fun for all the family.

If you do want to persist with this game, the best element is the career-based World mode, where you train and build up your chosen boxer to fight and win matches. There are three weight divisions, and you must control food intake while undergoing gym activities so your fighter can achieve the correct weight and peak fighting condition. Ultimately your aim is to win a world championship belt and unify the titles by beating a rival champion.

However, if you've already had a bash with *Ready 2 Rumble* and/or *Knockout Kings*, then *Mike Tyson Boxing* won't pack much punch.

Stuart Clarke



13 Your chance to be like Mike. And only Mike.

45 He is the only real world fighter featured in the game.

VERDICT

5

Not worth the wait. A disappointing effort knocked out by both *Ready 2 Rumble* and *Knockout Kings*.

This Is Soccer 2

Publisher: Sony **Developer:** Sony **Release date:** Out now **Origin:** Europe **Style:** Soccer

Players: Four **Extras:** Memory Card, Dual Shock, Analog **Price:** \$69.95 (NZ\$79.95)

With the original game (*PSM 30, 7/10*) criticised for its lack of scoring opportunities, *This Is Soccer 2* is a much more open and attack-minded game. Although the game is capable of great moments of pace, with wingers whipping in crosses and a shooting system that allows for some real crackers, too much

VERDICT

6

of your time is spent tussling in the centre of the pitch, reducing matches to scrappy affairs. This is a great pity, because when *This Is Soccer*

2's elements start to gel, it shows real promise. Visually, it borders between solid and impressive, with the big, bold players looking and moving well – while additional actions, such as the way they wheel away to celebrate a goal, deserve to be filed under 'Nice Touches'. The camerawork is also impeccable, but despite *TIS2*'s best intentions, it just cannot compete with the free-flowing antics of *ISS Pro Evolution* and *UEFA Champions League*. It's not that the game does anything particularly badly, it just fails to shine in any area. **SM**



Ray Crisis

Publisher: Jack Of All Games **Developer:** Taito **Release date:** Out now **Origin:** Japan

Style: Action **Players:** One **Extras:** Memory Card, Dual Shock, Analog **Price:** \$69.95 (NZ\$89.95)

Ray Crisis lies somewhere between a *Matrix* nightmare and shape-shifters cartoon *Transformers*. To stop distant cousins of Megatron et al from taking over the Earth, you must climb aboard one of three Wave Riders and dive into the networks. Choose between two modes, Arcade and Special, select your route across the apocalyptic landscape, and spark up thy mighty ship. Three types of craft offer different weaponry, but each comprises a fire-and-forget

VERDICT

7

targeting system that sits alongside a front-firing cannon, and there are power-ups to collect along the way. *Ray Crisis* is the follow-up to *Ray Storm* (*PSM 4, 8/10*) and in terms of gameplay, not a lot has changed. It's an ancient concept: a vertically scrolling shooter where you blast everything into space dust before squaring up to the screen-filling bosses. Nothing new, but it's still fast, furious and enjoyable. A satisfying polygonal 2.5D lightshow, this retro-arcader has just enough for fans of all things *R-Type* to sink their genetically modified robo-fangs into. **NE**



Jungle Book Groove Party

Publisher: Sony **Developer:** Disney **Release date:** Out now **Origin:** US **Style:** Dancing

Players: Two **Extras:** Memory Card **Price:** \$109.95 (incl. Thrustmaster dance mat) (NZ\$139.95)

Jungle Book Groove Party has been specifically designed to be played with a dance mat and is the first of its kind to be sold in Australia. If you haven't had the pleasure of using a dance mat before, there's a whole heap of fun waiting for you. The on-screen action is similar to *PaRappa The Rappa* and *Beatmania* – symbols scroll

VERDICT

7

down the screen until they reach a circular target, at which point you're required to stand on the corresponding symbol. This is made easier by the fact that all

the button-presses are in time to the music, which means that if you're using the mat, and moving your feet in time to the music, you're dancing. Things start off relatively easily and as you progress through the game, both the plot and the dance moves become ever more complicated, until it reaches a point where you're left feeling like a reject from *Fame* and suffering from a bad case of jungle fever. *Jungle Book Groove Party* is a hit. The only reservation is that, as with any novelty game, its initial sparkle could soon wear off. **CC**



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Landmaker



Publisher: Jack Of All Games **Developer:** Taito **Release date:** Out now **Origin:** Japan **Style:** Puzzler

Players: Two **Extras:** Dual Shock, Memory Card, Analog **Price:** \$79.95 (NZ\$99.95)

Even though puzzle games burrow into your head and affect your mental processes, we still love them. For a long time every new game was a clone of *Bust-A-Move* or *Super Puzzle Fighter*. Until *Landmaker*. Imagine a world where coloured tiles are magical building blocks from which houses, mansions and whole palace complexes grow. Arrange four blocks of the same colour in a diamond pattern and a simple dwelling shoots up. Manage to create a nine or 16 or 25-tile

diamond and much more impressive constructions grace your chequered playing area. Arcade mode demands you to knock up skyscrapers and temples only to tear them down in order to launch an avalanche of tiles on your opponent's side of the screen. In Puzzle mode the idea is to construct the biggest diamonds/buildings possible. Complete a stage by forming the correct size of diamond and you will be rewarded with a model showing how much your efforts have caused the city to grow. A truly pioneering puzzler. **PW**

VERDICT

9



Tomorrow Never Dies



Publisher: Electronic Arts **Developer:** Black Ops **Release date:** Out now **Origin:** US **Style:** Action

Players: One **Extras:** Memory Card, Dual Shock, Analog **Price:** \$39.95 (NZ\$39.95)

Most gamers were left more shaken than stirred by Black Ops' first James Bond offering on the PlayStation. It was no first-person shooter and missing was the oh-so-addictive multiplayer feature. The movie-inspired storyline features action more reminiscent of games such as *Syphon Filter* offering a third-person perspective

that occasionally moves in first-person with the use of certain weapons. Each of the 10 missions feature an end-of-level boss, and minor puzzles along

the way help break up the gunplay. Players can also expect a change of pace by way of mini-games in the form of skiing and driving tasks. Boys toys play a big role, of course. Weapons include a silenced, infrared sniper rifle and gas bombs, while a satellite camera, fingerprint scanner and exploding cufflinks feature among the gadgets. Plagued with an awkward control system, slow frame rate and general mediocrity, *TND* will only appeal to the legions of 007 fans who will get their money's worth just from the cut-scenes alone. **MW**

VERDICT

6



Street Scooters

Publisher: TBC **Developer:** Bon **Release date:** Out now **Origin:** Japan **Style:** Racing

Players: Two **Extras:** Dual Shock, Memory Card, Analog **Price:** \$79.95 (NZ\$99.95)

Once the preserve of the Mod movement, now more often associated with Continental handbag-snatchers, the motor scooter has assured itself a place in popular culture. It's a miracle it's taken this long to squeeze a game out of it. A race across a series of everyday, short cut-stuffed locales, *Street Scooters* also throws in a bit of *Road Rash*-style combat. Your biker – chosen from several crazy characters – can scoop objects from the ground and lob them

at other racers. Failing that, a quick kick can send them into a wall. Believe it or not, there are the makings of a brilliant game here. The tracks have been superbly designed, with indoor and outdoor elements, stairs, water and gates to crash through. There are plenty of options, a Training mode, and a bonus game where you have to catch a cat. Unfortunately, while this is all commendable, *Street Scooters* feels unfinished. The graphics are scrappy, the levels sometimes bewilderingly non-linear, and the combat doesn't really work. A shame. **PR**

VERDICT

6



Medal Of Honor



Publisher: Electronic Arts **Developer:** Dreamworks **Release date:** Out now **Origin:** US

Style: First-person action **Players:** Two **Extras:** Memory Card, Dual Shock, Analog **Price:** \$39.95 (NZ\$39.95)

Medal Of Honor is possibly the finest first-person shooter to grace the grey box. As an OSS (Office of Strategic Services) agent you wind up behind enemy lines on the eve of D-Day – WWII in 1944. There are seven missions split into 24 smaller levels. Tasks range from blowing up U-boats and stealing secret documents to planning escapes and covert undercover. The AI has been handled wonderfully, with enemies responding to gunshot wounds to particular

body parts, as well as doing their own thinking. The controls are sensibly set-up and make excellent use of the Dual Shock and Analog modes. The characters are realistically rendered and provide a variety of entertaining death scenes, and the audio couldn't be any more life-like. Niggles are few and far between. Saving mid mission would have been welcome on the larger levels, and the multiplayer mode really fails to meet the standard of the single player. That aside, this is one war effort worth signing up for. **MW**

VERDICT

9



Gran Turismo 2



Publisher: Sony **Developer:** Polyphony Digital **Release date:** Out now **Origin:** Japan **Style:** Racing

Players: Two **Extra:** Memory Card, Dual Shock, Analog, Steering Wheel **Price:** \$39.95 (NZ\$39.95)

What? You don't already own *GT2*? Now there's no excuse. *Gran Turismo 2* is deeper than the Atlantic. Its brilliance lies under the bonnet of each and every car, as well as in its accurate details and specs of every vehicle, its almost endless series of licence tests and racing challenges, and in the fabulously designed circuits. The game is such a colossus that if it wasn't for the arcade disc which you can pop in for instant thrills and spills, it would probably be too

daunting for many players. There's 594 fully customisable and incredibly realistic cars, 27 tracks, and rally driving stages that are every bit as good as *Colin McRae*. And there are so many races to compete in you'll be astonished by the variety and bemused at where to start. Just tinkering under the bonnet is superb fun. The handling and physics of the cars are superlative and almost impossible to fault, and there are too many competition events to mention. The best racing game on any videogame system, ever. **JH**

VERDICT
10



Martian Gothic Unification

Publisher: Jack Of All Games **Developer:** Take 2 Interactive **Release date:** Out now **Origin:** US

Style: Adventure **Players:** One **Extra:** Memory Card, Dual Shock, Analog **Price:** \$24.95 (NZ\$44.95)

Remember the bit in *Aliens* when Hicks says, "It's a bug-hunt"? Well, *Martian Gothic Unification* is rather less exciting. It's a key-hunt, you see. A big, long, crushingly tedious, endless search for colour-coded keys to open colour-coded doors. It's about as much fun as peak-hour on public transport, and leaves you feeling just as dulled-out and weary. But, pleasantries aside, *Martian Gothic* is also a seriously flawed game. First impressions leave you thinking that it's a *Res Evil*

clone, but its inferiority to the seminal survival horror series is plain to see. For starters, the controls are terrible—your characters lurch from screen to screen, turn around arthritically, and run like they haven't pooped in a week. One of the most annoying things—and it doesn't sound so bad until you experience it—is the fact that you can't turn on the spot while holding down the run button. Still, the fact that you control three characters instead of one is a nice touch. But that doesn't save *Martian Gothic Unification* from death by boredom. **AB**

VERDICT
3



In recent issues

name	issue	score
Alien Resurrection	PSM 38	8
All Star Tennis 2000	PSM 37	6
Alundra 2	PSM 37	7
Army Men: Operation Meltdown	PSM 38	3
Ballistic	PSM 37	8
Blaster Master Blasting Again	PSM 39	3
Chase The Express	PSM 38	7
Crisis Beat	PSM 39	5
Dave Mirra Freestyle BMX	PSM 39	8
Destruction Derby Raw	PSM 36	8
Dino Crisis 2	PSM 39	9
Disney World Magical Racing Tour	PSM 37	6
Dragon Valor	PSM 36	7
Driver 2	PSM 39	10
ECW Anarchy Rulz	PSM 39	6
Euro 2000	PSM 36	8
F1 Championship Season 2000	PSM 39	8
F1 Racing Championship	PSM 35	7
FA Premier League Stars 2001	PSM 38	4
Football Manager 2001	PSM 39	6
Formula One 2000	PSM 39	9
Front Mission 3	PSM 37	8
Grind Session	PSM 38	8
Hogs Of War	PSM 36	8
In Cold Blood	PSM 36	8
Jeremy McGrath Supercross 2000	PSM 39	4
Jimmy White's 2: Cueball	PSM 35	6
Koudelka	PSM 38	5
Madden 2001	PSM 39	9
Mighty Hits Special	PSM 37	6
Mr Driller	PSM 39	8
MoHo	PSM 37	8
Monster Rancher	PSM 39	8
Moto Racer World Tour	PSM 39	7
Muppet Monster Adventure	PSM 39	6
Nightmare Creatures II	PSM 37	7
Parasite Eve II	PSM 38	7
Player Manager 2000	PSM 36	9
Pop 'N Pop	PSM 37	8
Rayman 2: The Great Escape	PSM 38	8
RC De Go	PSM 39	4
RC Revenge	PSM 39	5
Silent Bomber	PSM 39	7
Spider-Man	PSM 38	9
Speedball 2100	PSM 39	7
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Sydney 2000	PSM 37	8
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Tenchu 2: Birth Of The Assassins	PSM 39	7
Terracon	PSM 38	8
TOCA World Touring Cars	PSM 38	9
Tony Hawk's Pro Skater 2	PSM 38	9
Vib Ribbon	PSM 37	7
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Yeh Yeh Tennis	PSM 39	6



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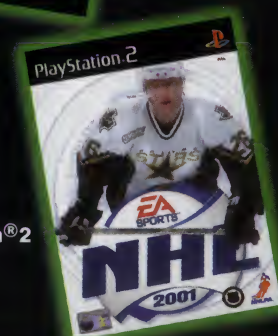
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Driver 2

This month's demo of *Driver 2* already poses quite a big challenge in itself without *PSM* adding more challenges to the list. You'll not only be battling with the handling of your supercharged muscle car, but some of the tight alleyways makes pursuing and wiping out the enemy's car very hard indeed. We want you to not only complete the demo, but do it with at least half of your damage meter still intact.



[onTHECD]

Action Man: Destruction X

This new *Action Man* title offers great fun, especially for fans of top-down adventures. This demo has multiple tasks and enemies to defeat, and has a running clock ticking away in the corner just to add to the mayhem! The demo will prompt you through what task to complete next, but if you can complete the entire demo with at least 125 seconds to spare, you should start wearing orange clothes.

**WWF SmackDown**

Wrestling games are all about flamboyant moves executed with a maximum of testosterone-induced rage. As far as *WWF SmackDown's* finishing moves go, they don't get much flashier than Christian's Impaler (as soon as the *SmackDown* logo flashes, move behind your opponent and hit **L1**). Our challenge is to make it through an entire championship by finishing every character off with this move.

**Crash Team Racing**

Don't be put off by this game's cute look – some highly skilled racing is needed to achieve the best times. To put all you kart-racing lovers to the test, we've chosen the Turbo Track as the battlefield this time. Go into the Time Trial mode and keep zipping around until you manage to get a time of less than 2:00:00. Don't feel too bad if you can't because it is a seriously tough test.

**Colin McRae Rally 2.0**

To our credit, Australia is host to arguably the hardest tracks in the whole game. Just to make things interesting, we've picked the toughest Australian course, Stage 4, as the playing field for this challenge. You must navigate 5.3 kilometres of treacherous gravel roads in under 3:05:00 if you want to earn your gaming credentials. Start practising!



Consider yourself an accomplished player? *PSM* dares you to put your skills to the test. The following challenges have been set by the gaming Gods in the *PSM* team to test your mettle.

Tekken 2

Using Baek in Survivor mode, press diagonally Down+Left+Left-Kick+Left-Kick+Left-Kick when an opponent closes in on you. If the last kick connected, your opponent will be lying on the ground. Immediately repeat the move for additional damage. A cheap move, but a great way to score high. Try beating more than 22 opponents.

**Metal Gear Solid**

If you want to earn the fabled Big Boss rating then you must finish the game on the Extreme difficulty level and make sure that you are not spotted more than five times. To make things really spicy, you're not able to kill more than 25 enemies either. Good luck, you'll need it!

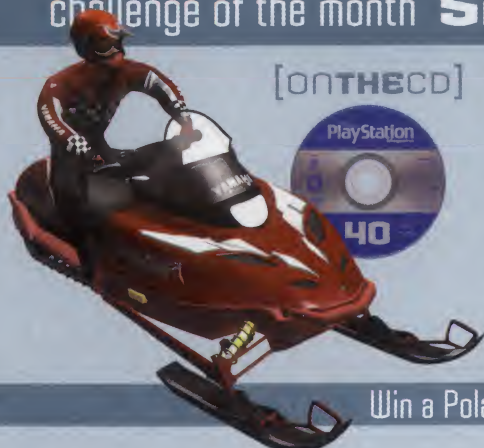
**HIGH SCORE TABLE**
TOCA World Touring Cars

October's challenge was to beat a time of 2:15:00 in the Free Race mode on the Hockenheim track. Not only did 11 of you come in under that time, but racer Cameron Light, who must have been driving at the speed of light – and this month's highest scorer – clocked an astonishing 1:52:03! Congratulations Cameron! You goz – Destruction Daily Reel – is on its way.

1.	Cameron Light (Vic)	1:52:03
2.	Carmen Holmes (SA)	1:57:02
3.	Gary Bennett (NSW)	2:02:55
4.	Chris Beagham (Vic)	2:03:11
5.	William Fowler (WA)	2:03:75
6.	Kevin Stott (SA)	2:04:09
7.	Richard Smith (SA)	2:06:75
8.	MS David (NSW)	2:07:41
9.	John Lazell (SA)	2:07:92
10.	John Wainwright (Vic)	2:08:21
11.	Leigh Randles (NSW)	2:08:80

challenge of the month **Sno Cross Championship Racing**

[onTHECD]



Judging by this demo, becoming a true master of the skidoo is a very difficult task and the importance of knowing the mountain (like the back of your hand) is crucial. Unless you have icy water flowing through your veins and you were born with a beanie attached to your melon, it's unlikely that you'll be an instant winner in this one...

Yep, you'll be needing a fair bit of practise to tweak your reflexes and find all the best lines up the mountain! We want to unearth the fastest person around the mountain track. A time of at 2:15:00 will probably win you the title, but we'd be happy to see any time sub 2:20:00. Good luck!

The fastest demon will win a wicked Polaroid I-Zone Deluxe camera plus 3 rolls of film, valued at \$70. The next four runners-up will each receive a Polaroid I-Zone camera, valued at \$39.95. All prizes are courtesy of Ted's Camera Stores.

Tips for taking photographs: Using a fast film and turning off the flash to cut down on screen reflection, point the camera at the telly and snap away. The darker the room, the better.

Tips for taking videos: We only need you to record your score, so pop in a video (you'll need a spare channel on the video for your PlayStation) and press Record.

Send this coupon and proof of your score to: Take Up The Challenge, Official PlayStation Magazine, PO Box 4088, Sydney NSW 1028. Entries close December 20. Sorry, but we cannot return videos and photographs unless you include a self-addressed envelope with the appropriate postage paid.



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Race Time: _____

Evidence: _____

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PS2

FROM OFFICIAL PLAYSTATION MAGAZINE

EVERY ESSENTIAL
PS2 LAUNCH
GAME REVIEWED

LET'S PLAY...

PlayStation2:
Games Film
Music Life...

INCLUDING:

Tekken Tag, Ridge V, Timesplitters,
GT3, The Best Films on DVD,
Official Sony Australia Interview,
The Hottest Music Releases,
And The Huge List Of Electronic
Gadgetry You Can Plug In Your PS2
Explained Properly **etc...**

OFFICIAL PS2
RELEASE SCHEDULE
THE 2001 LINE-UP

YOUR PAD
OR MINE?
Annalise by
Anna Bertali



Editorial Dec 00

So it's a games machine, right? Then again, isn't it a DVD player that's cheaper than most other DVD players on the market? And doesn't it play music CDs through your TV too? Actually, in the best tradition of multiple choice quizzes, it is all of the above. And more...

Tests have shown that when it comes to the DVD component of a PS2, the picture resolution is twice that of a VHS video and the sound quality is twice that of a CD player. Unless your TV cost more than an average family car, you're not going to notice the difference between PS2 and a top of the range Digital Versatile Disc (in case you were wondering) player.

The use of keyboards, MiniDisc players, Internet connections and digital cameras connected to your PS2 is also on the horizon, and the old idea of a games console is set to be replaced by PS2 – a state-of-the-art multi-function home entertainment centre.

If, however, you're only interested in games, then PS2 has no match. Sony has signed up the world's best developers, and from Day One there will be at least 20 top quality titles available. Within six months it will be well into triple figures. The best games in the world and the biggest variety.

As for us, we'll cover the lot. If you own a PlayStation2, we'll make sure you exploit it to

its full potential.

Starting on page 72 with the games you can buy today.

Rob Pegley
Editor



WHAT IS THE GSCUBE?

If your jaw dropped watching *Final Fantasy VIII's* cut-scenes, it'll be through the floor at the prospect of fully CGI games...

The future of gaming is becoming a tired old phrase. But there's nothing else that can adequately sum up the implications of Sony's latest slice of technology, the GScube development tool.

The GScube contains 16 emotion engines and packs the power of 16 PS2s. Showcased to wowed gaming professionals in New Orleans, it is the broadest hint yet that the predicted convergence of videogames and films may happen sooner rather than later.

The GScube, developed by UK-based Criterion Studios using its RenderWare 3D technology, can convert film into photo-realistic, real-time graphics. While it sets the model for future super-consoles capable of producing e-films/game hybrids, it can be used as a graphics development tool in the meantime.

Criterion Studios demonstrated the GScube's capabilities by reproducing the bar scene from the animated movie *Antz* and a snippet from sci-fi stunner *The Matrix*. The *Antz* reconstruction featured 140 fully animated ants, each with 7000 polygons, inside a complex environment, all running in real-time. That means the GScube was delivering 65 million polygons per second. And, if Criterion is to be believed, it is capable of 10 times that figure.

But the showstopper was GScube's rendition of *The Matrix*. Sony recreated the ambush scene from the start of the film, focusing on an animated figure running across rooftops. The demonstration was again in real-time and featured fully interactive camera angles and graphics indistinguishable from those in the film. This technology is unlikely to be translated on to

PS2 software, but with GScube we may be able to play games with near photo-realistic graphics within five years. It's already been suggested that PlayStation3 will be released in five years time. So is GScube actually PlayStation3? It certainly looks that way...

Industry whispers point toward the development of e-cinema, with viewers manipulating cameras set up by GScube technology. For gamers, the implications are close to revolutionary. According to Ken Kutaragi, president of SCEI, the virtual world of *The Matrix* isn't far away. "You'll be able to connect to a new cyber-city," he said recently. "This will be the ideal home server. Did you see *The Matrix*? Same interface. Same concept. You'll be able to jack into *The Matrix*."

Japanese developer Square is producing a feature film based on its *Final Fantasy* games. Unlike the *Tomb Raider* movie, the *FF* project is using computer-generated images (CGI) rather than real actors.

Square has employed a team of 150 graphic artists and has set up a new wing of the company, Square USA, to foster links between Hollywood and the latest Japanese technology. To create a five-minute scene takes one month and incurs all the costs of a Hollywood blockbuster. All of which could be reduced dramatically by the GScube, which is capable of being upgraded by 100 times its current power using existing technology.

Advances in artificial intelligence, in combination with photo-realistic graphics, could prove the catalyst for games eventually replacing movies, with broader audiences, improved visuals and, crucially, unrivalled interactivity.

For more details visit www.csl.com.



PS2 CONTENTS

REGULARS

68 Ed's intro
68 The Big Picture
70 News
82 Now Playing

93 Incoming
94 DVD reviews
96 Music reviews
98 The Final Fantasy

FEATURES

84 Jack In The Box
86 Michael Ephraim interview

THE BIG PICTURE



"This will be the **ideal home server**. Did you see The Matrix? You'll be able to **jack into The Matrix.**"



Seven thousand 'antz' scampering on screen in real-time. The possibilities are endless... Square and Sony are blazing a trail, developing new software to circumvent problems as they arise and supporting technology that will change the face of gaming.

REVIEWS

72 Tekken Tag
Tournament
74 Timesplitters
75 Summoner
75 Fantavision

76 Ridge Racer V
77 Silent Scope
77 Ready 2 Rumble
Boxing: Round 2
78 SSX
79 FIFA 2001

79 Swing Away Golf
79 ESPN Winter
X Games
Snowboarding
79 Armored Core
80 Smuggler's Run

80 Midnight Club
Street Racer
81 Gradius III & IV
81 EPSN Track & Field
81 ISS
81 X-Squad

PREVIEWS

88 Gran Turismo 3
89 Stars Wars:
Starfighter
90 Unreal
Tournament

91 Moto GP
92 The World Is Not
Enough
93 Dead Or Alive 2

NEW TITLES

GAME ON

» **WWF SmackDown 3**
THQ's inaugural grappling game is set to include Digimask technology. Fancy it up against The Rock?

» **Spider-Man 2**
Activision is delivering the sequel to the webbed-wonder hit for PS2. Marvel should be very proud.

» **A Pair of X-Men Games**
Film success has sharpened Activision's X-Men enthusiasm. One is a *Mutant Academy* sequel and the other is a 3D adventure game.

» **Legacy of Kain: Blood Omen 2**
Not a *Soul Reaver* sequel (which is also underway) but a follow-up to the much older *Blood Omen*. Billed as a *Tenchu 2*-style stealth game.

» **Superman**
Infogrames has snaffled the DC licence and is set to work on the definitive *Man Of Steel* game.

» **Crash Bandicoot**
Universal has licensed its marsupial hero to Konami for the next instalment of the series.

» **Cannon Fodder**
Jon Hare has started work on a PS2 version of his top-down classic. He also fancies a go at doing *Sensible Soccer* for PS2. Yay!

» **Lotus Challenge**
Virgin is making a fully licensed Lotus game that boasts 40 cars, 15 tracks and a James Bond Stunt mode – we like it.

» **Cool Boarders Alien**
The PS2 follow-up to *CB4* will be coded by series creator UEP Systems rather than 989 – the less than successful developer of the last instalment.

» **Micro Maniacs 2**
Codemasters' follow-up to its experimental running game. Expect better environments and more characters.

» **Alien Colonial Marines**
On its way from Fox Interactive, but not a PS2 version of *Aliens Vs Predator: ACM* is a first-person shooter with the obligatory shadows and acid-spitting monsters.

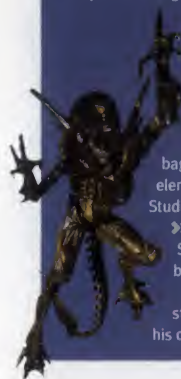
» **Jurassic Park III**
The third episode of the dinosaur-baiting film series will be released next summer and Konami has snaffled the game rights.

» **The Thing**
Alien monster awakes from Arctic deep freeze feeling a bit peckish... B-movie film licence scooped by Konami.

» **Sky Gunner**
Sony's *Pilot Wings*-style air shooter pits you against *Final Fantasy*-style airships. Odd, but very good.

» **Dropship**
An epic war game with a real mixed bag of gameplay elements from Sony's Studio Camden.

» **MDK Armageddon**
Shiny's wacky, violent blaster *MDK2* is heading to PS2 starring Kurt Hectic and his cyborg dog Max.



NEWS UPDATE



Play as one of four protagonists in Core's futuristic tour de force. Should be a blast.

FUTURE DAZE

Multiplayer Sci-Fi Shooter *Project Eden*

So what do you do after you've worked on the first two instalments of *Tomb Raider*? You let another team take over and get started on something completely different.

Welcome to *Project Eden*. Due out on PlayStation2 next year, *Eden* is a sci-fi shooter-come-adventure that Gavin Rummery and team have been working on for the last two-and-a-half years.

"*Project Eden* is set in the future," begins Rummery, the game's coordinator. "The game takes place in this giant city which has grown upwards. People want to live at the top because it's the nicest bit, but as you go down through the levels it gets worse and worse until you hit the city limits, which is about 100 stories up. After that it's just criminals and you eventually get to a place where no one knows what's there. The only people who go down there are engineering teams to reinforce the structures so they can keep building at the top."

"You control four characters who are future cops. The team starts at the top of the city and is called in just for a routine mission. There is a meat factory that's gone haywire and some of the people who were supposed to be sorting it out have been abducted. They have to go on this pointless five-minute mission and get it over and done with. Eventually they get dragged into something that will take them down into the dregs of the city...", Rummery explains.

With a gritty near-future look, controllable robots, a Multiplayer mode (you must swap between the four characters), first and third-person viewpoints and a four-player split-screen fragfest planned ("Which should be fun," deadpans Rummery), the team have a lot of work to do before the game is ready for its projected release early next year. If *Project Eden* walks it like it talks it, then we're in for a treat. More details as we get them.



FIRST LOOK

BEYOND THE GRAVE

Beware the Sound of Silence

Konami has unveiled the first details of its horror shocker sequel *Silent Hill 2* and terrifying it is too...

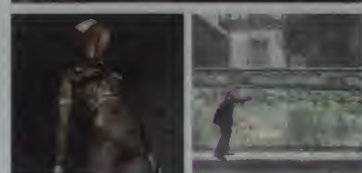
In a short video at the Tokyo Game Show, *PSM* was introduced to the lead character, James, who lives in a new district of scary town Silent Hill. Overdubbed with a spooky acoustic guitar soundtrack, James is seen stumbling around the foggy street of the Hill on a mission to find out why he's receiving mail

from his wife. A wife who's been dead for the last three years...

The game features 10 new monsters and follows the same format as the first: puzzle-based chills intercut with blood-splattering action. The video shows a corpse dragging another body across the floor of a morgue before cutting back to a mysterious woman stroking James' face and whispering, "See, I'm not scary after all..." Er, sorry missus, you're terrifying. Expect an MA15+ rating.



Creepy, kooky, mysterious and spooky.



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DVD VIDEO

MATRIX

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WILL NOT
BE USER
FRIENDLY

THE MATRIX

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A WOLFGANG PETERSON FILM
KEANU REEVES LAURENCE FISHBURNE
THE MATRIX
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DOLBY DIGITAL DOLBY DIGITAL

MA 15+

- Steven Koukoulas,
www.DVD.net.au

The Matrix is "First by
a country mile"
- Rod Easdown - SMH

**"The Matrix
is a perfect example of
the best of DVD"**

- Louise Keller,
www.urbancinefile.com.au

With over 10 hours of interactivity, The Matrix is the most extraordinary DVD available. Special features include making of The Matrix, hidden special effects, film commentaries and DVD ROM capabilities.

BIG W
WE SELL FOR LESS

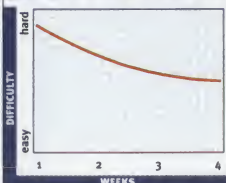


INSTANT EXPERT

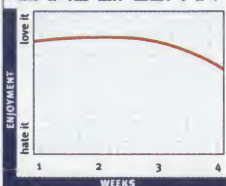
Background: *Tekken* burst onto the scene at the launch of the original PlayStation back in 1994.

Makers: Japanese gaming legend Namco is the name behind the game and was quick to earn the praise of gamers everywhere. Also know this: *Tekken Tag* is the fourth in the series.

LEARNING CURVE



GAME LIFESPAN



beat 'em up

TEKKEN TAG TOURNAMENT

It's not *Tekken 4*, but it is a big eye-opener to what is in store...

When fighting games fight, there are two sides involved: *Tekken* and *Street Fighter*. If you're a purebred SF fan, chances are you hate *Tekken*. In that case, *Tag Tournament* will provide you with many more shiny, high resolution, multi-polygoned reasons for doing so. *Tekken* lovers, on the other hand, will use this as their prime reason for getting themselves Sony's new toy. But first, a message to the unconverted.

If you come to *Tekken* from the *Street Fighter* series, you'll find it a

frustrating mess of stop-start action that's anything but instinctive. But persevere, because one day everything will click. Or more accurately, it'll crack. And crunch, and smash, and twist, and break. And all with such force, you'll wonder how you could have doubted it. The key to

Tekken has always been in finding your rhythm and combos and breaking your opponent's flow. Naturally, *Tag Tournament*'s style is no different. There are more characters, more moves, more hidden options, and a few minor changes to *Tekken 3*'s delicate balance. Where

"Clothing flows around the **fighters' bruised and buffed bodies**, sculpted polygon faces **grimace and pout...**"

FACTS

On sale: Nov 30
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Namco
Made in: Japan
Distributor: Sony

05. Warming up with cartas.
 02-04. TTT gives an early indication of what the PS2 hardware is capable of.
 05-07. A next generation beat 'em up means next generation fighters.



ARE YOU FEELING FEISTY?

That *Tekken* magic is still there, same as ever. *TTT* features gorgeous, powerful animation, with some wonderfully subtle touches. And it's lengthy – there are multiple difficulty levels. The appearance and disappearance of characters has always been an issue in itself from version to version. *TTT*'s character list includes *Tekken 3*'s entire cast and some big guns from *Tekken 2* – plus there are 14 characters to unlock.



the previous title demanded you master just one character at once, the tagging fighters force you to pick two fighters and specifically switch them in and out of the action.

Tekken Volleyball has been replaced by the far superior (but just as pointless) *Tekken Bowling*. Theatre mode is also unlockable, allowing you to capture and save frames of the action. However, these modes only really offer a comical change-down from the bruising action.

On the character front, fans will be happy to note that the entire crew from *Tekken 3* is featured, and your favourites from *Tekken 2* are back to bash about with those Falling Hammers and Gorilla Presses.

Not surprisingly, the major change to the game is visual and it looks superb. Clothing flows naturally around the fighters' bruised and buffed bodies, sculpted polygon faces grimace and pout, and then there are the intricately constructed areas... The characters move smoothly and lightning fast, and the background

detail and characters are second to none. It's jaw-droppingly beautiful.

Comparing *Street Fighter* and *Tekken* is foolish because despite being superficially similar, they're as different to one another as *Gran Turismo* and *Speed Freaks*. However, stunning graphics don't mean a gameplay revolution. Despite the impeccable characterisation and the hidden extras, *Tekken Tag Tournament* is no more than *Tekken 3* and a Bit.

A handful of gamers will be sure to criticise *Tekken Tag*'s gameplay, claiming that it hasn't progressed on par with the graphics. This is a valid point, but how strong is the argument that *Tekken 3* plays like a dog?

By no means is *Tekken Tag* a failure. At worst it's just a stopgap until *Tekken 4*. At best though, it's a slice of stylish, strategic beat 'em up action with a crunching impact.

Ste Curran & Richie Young

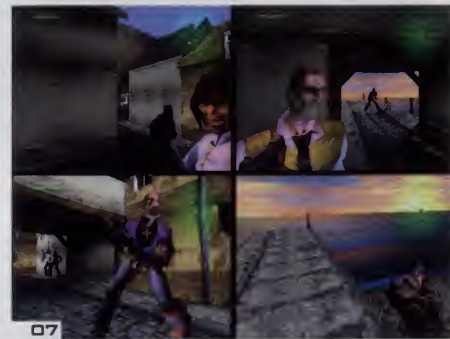


Verdict: *Tekken Tag* sets a high standard on PS2 and keeps the franchise at the top of the tree.



08-09. If you really hurt them, enemies arch with pain when they hit the ground.
10-11. Throws and holds are spectacular.
12. More cartas...

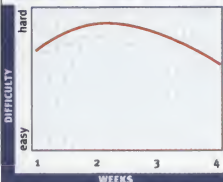
13-14. The result of well-timed inflicted damage.



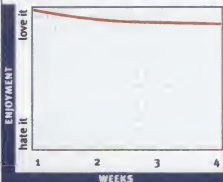
INSTANT EXPERT

Background: Amazingly, *Timesplitters* was created in less than a year!
Makers: Free Radical Design was founded by four of Rare's top games designers. Also know this: FRD has already begun work on a deeper and more sophisticated PlayStation2 shooter.

LEARNING CURVE



GAME LIFESPAN



shoot 'em up

TIMESPLITTERS

The smart half of Rare's *GoldenEye* team saw the power of the PS2 and decided it was splitting time.

Timesplitters offers a feast of multiplayer blasting that will go a long way to fattening up the PlayStation's malnourished shoot 'em up genre. Five minutes with the sort of grace that the intuitive Dual Shock control method and the blistering 60 frames-per-second action can provide, and you'll discover that every other shooter has been nothing more than a painful training exercise for *Timesplitters*' carnage.

Despite the presence of an enjoyable adventure mode, it's obvious that *Timesplitters*' emphasis

is multiplayer combat and, to that end, it delivers devilishly slick blasting and more options than you could ever tire of. As well as Deathmatch, you can tackle the Adventure mode cooperatively with friends or participate in games such as Capture The Bag and Escort Assassin.

There are many weapons on offer, spewing forth bullets, grenades, rockets and plasma in subtly different manners, but they aren't the most original. Luckily, the presence of secondary fire modes spices the action up with rebounding shots and super blasts.

The levels might lack the flamboyant effects that have been seen in other PS2 titles, but the game is all about delivering highly fluid action, and this sacrifice enables it to maintain a silky smooth frame-rate when everything is being replicated in the quad screens of the multiplayer mode. It doesn't even flinch when 10 computer opponents are thrown into the fray. Great fun.

Narayan Pattison



Verdict: The engrossing multiplayer combat overpowers *Unreal* and demands to be played.



FACTS

On sale: Nov 30
Players: Four
Price: \$99.95
NZ price: \$119.95
Made by: Free Radical Design
Made in: UK
Distributor: Ozisoft

01-03. The standard levels would have been enough for anyone, but somehow a level editor has been included.
04-05. The graphics are super-sharp and the frame-rate ultra-fast.
06-08. Such a fast frame-rate means human players can butcher each other in the multiplayer modes glitch-free.



FANTAVISION

When you're grabbing *Tekken* and *SSX*, throw this in your shopping basket, too.

FACTS

On sale: Nov 30
Genre: Puzzler
Players: Two
Price: \$89.95
NZ price: \$109.95
Made by: Sony
Made in: Japan
Distributor: Sony

As soon as the PS2 hit Japan, gamers began grumbling about a perceived lack of innovation in the first wave of games. But the grumblers obviously hadn't picked up this little gem, one of the most innovative titles released in years. *Fantavision* is bizarre, but at the same time, also a wonderfully engaging experience. It's a dazzling fireworks simulator, but plays like a puzzle game.

At first it seems absurdly simplistic. You select fireworks as they hurtle through the skies, then chain several together and detonate them before they die out. But you quickly discover the game is full of subtlety and challenge. You must link at least three fireworks together of the same colour. The more fireworks you join, the higher you score, and there are plenty of bonuses and chain reactions.

The pace soon becomes frantic. As you're madly trying to link fireworks and produce stunning combos, you've also got to keep an eye on the next wave. Chain reactions are the key to progress and big scores, and there are energy icons and stars to use in your chains. The stars turn into letters – spell out 'starmine' and you're promptly taken away to a mad bonus round.

The game features eight levels, which might not sound many, but there's a hugely entertaining two-player mode that was absent from the Japanese version. Trying to out-point your opponent by performing dizzying combos is addictive party-game fare.

Reward innovation and treat yourself to a unique title.



Jason Hill



Verdict: Dazzling and addictive, and deserves to be the sleeper hit of the launch line-up.

8



01. There's massive replayability for single players, as like the games of old, you're always trying to beat your previous best score. **02.** *Fantavision* is one of those games that seems simple but can waste countless hours and is full of subtlety and challenge.



01. The visuals are a veritable dog's breakfast. If you stand still they're impressive, but move and the 'pop-up' is absolutely appalling. **02.** RPGs are always deadly serious affairs, but *Summoner* gets bonus points for the piss-funny animated D&D skit after the credits.

SUMMONER

The first role-playing game available for the PS2 is surprisingly not made in Japan.

Final Fantasy *X* is probably a year or so away, which leaves time for others to jump in to try and claim the PS2 RPG crown. First up is *Summoner*, a good-looking RPG from US developer Volition. Well... It's good looking if you're standing still, but unfortunately it suffers from criminally bad distance 'pop-up' when you're running around outside. Indoors it's better, but the background mess really does distract from the action.

Summoner tells the story of Joseph, the one man born in a generation with the ability to summon demons. There are numerous quests to undertake in a massive world, but the main story involves the search for summoning rings and the use of these rings to defeat an evil emperor.

Joseph will hook up with three companions – Fleece (a thief), Rosalind (healer and magic user) and

Jekhar (warrior) – and they make a powerful team when they get statted up and gain a few levels. The real-time combat is initially underwhelming, but when your party is complete and enemies get dangerous, there's a lot to do, even though everything can function on autopilot if you let it.

The world you adventure through is truly enormous and there are many, many hours of exploring to do here. You will no doubt get hopelessly lost on occasion, a gameplay flaw, as the automapping is pretty crap and this can lead to frustration.

Summoner is not brilliant, but if you simply must have a role-playing game for your PlayStation2, then this is certainly it.



Stuart Clarke



Verdict: Close but no cigar. A good RPG let down by some unfortunate flaws.

7

FACTS

On sale: Nov 30
Genre: RPG
Players: One
Price: \$99.95
NZ price: \$119.95
Made by: Volition/THQ
Made in: US
Distributor: Ozisoft



01



02



03



04



05



06



07



08



09



10



11

INSTANT EXPERT

Background: Born in the arcades in the early '90s, *Ridge* was a launch title on PlayStation in 1994.

Makers: Creators of *Pac-Man* and *Galaga*, Namco has been an industry giant for decades.

Also Know This: Like *Type 4*, there's a *Pac-Man* car to unlock in *Ridge V*.

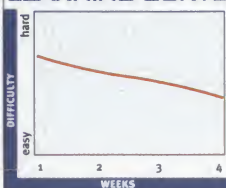


racing

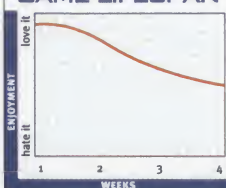
RIDGE RACER V

There's no doubt that *Ridge V* is superb to look at. But does the gameplay do the visuals justice?

LEARNING CURVE



GAME LIFESPAN



It's only fitting that a sequel to the PlayStation's best launch title is on the shelves for the launch of PS2. Namco obviously felt nostalgic when it was putting *Ridge V* together, because it is very reminiscent of the original PlayStation classic.

But while this nostalgic trip makes for a fitting sequel, it is sadly lacking in innovation. There's only so long you can be amazed at the flashy graphics, and besides the gee-whiz visuals, there isn't anything here that you haven't seen or played before.

And while we're grumbling, we

must mention two glaring faults of the game. The most disappointing is the fogging in two-player mode, which makes it terribly difficult to play when using the faster cars because you can't see what's ahead. Just as disappointing is the fact that Namco failed to optimise the PAL version, instead giving us horrible black borders at the top and bottom of the screen.

Whinges aside, controls are tight and hard to fault, once again letting you perform incredibly fun power-slides around every bend, hurtling around sideways and correcting at the last possible second. The sheer speed

is also impressive, especially when driving the better cars. There's a massive number of secrets to discover, including that famous ghost muncher. We also love the Duel mode, where you get to own your opponent's car if you beat them.

Ridge V is exhilarating, addictive and so fast it'll give nosebleeds and leave skidmarks. But also slightly disappointing. Roll on number six...

Jason Hill

FACTS

On sale: Nov 30

Players: Two

Price: \$99.95

NZ price: \$119.95

Made by: Namco

Made in: Japan

Distributor: Sony



Verdict: A fantastic racer that will entertain long after the graphics start failing to impress.



01-04. There are some outrageously fast, fun (and difficult to drive) cars to earn.
05-06. Not giving us the joy of full screen racing is a crime.
07-11. The tracks instantly evoke memories of whizzing round on our shiny new PlayStations back in '95.



SILENT SCOPE

Go for your gun in Konami's superb conversion of a slick arcade blast.

FACTS

On sale: Nov 30
Genre: Shoot 'em up
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Konami
Made in: Japan
Distributor: Ozisoft

Really, it's amazing how a clever twist can enliven a tired genre. To all intents and purposes, the arcade version of *Silent Scope* is just another lightgun-toting blaster, yet by enabling the player to zoom in on targets with its front-mounted sniper rifle, it adds an additional level of depth. Of course, PS2 is without such an adornment (and unlikely to ever get one in the current anti-gun climate) and must make do with the Dual Shock2 — but what could have been a disastrous transition actually works very well.

Cast as a SWAT team sniper, the player is dropped into a number of timed scenarios, wherein highlighted criminals must be picked off one by one. As with the gameplay, the control mode is simple, but total accuracy is demanded, with the player holding down the **L1** button for an overview of each level, while

releasing the shoulder button to zoom in on the next target.

Getting to grips with these two systems and sussing the different levels of accuracy they afford takes time, but the game's entertaining level design and sheer creativity is reward enough. In addition to the Story mode, which sees the player attempting to rescue the President and his family, there is Time Attack mode, Indoor and Outdoor Shooting Ranges and a great tutorial.

Being an arcade game, *Silent Scope* offers only short-term thrills and is probably best rented rather than purchased. But with a wonderful blend of pace and accuracy, it is a lot of fun while it lasts. Not a bad contender in the initial wave of PS2 titles.

Steve Merrett



Verdict: A fun 'no-brainer' that is both addictive and entertaining.

7



01. It's a gun game without a gun, but Konami did a great job with the Dual Shock controls.
02. Many will question the game's long-term appeal, and it's clearly *Silent Scope*'s weakest link. But longevity is aided by plenty of secrets to discover, like the babes.



01. The wonderfully designed, big, bad characters are the highlight of the game and give it loads of personality. **02.** *Round 2* is an entertaining brawler, superb fun as a knockabout game, but it still can't last 12 rounds against a deeper boxing sim like EA's *Knockout Kings*.

READY 2 RUMBLE BOXING: ROUND 2

Fast skills and a knockout jab are required. And work on your ducking technique, too...

Midway has to be the master when it comes to 'pick up and play' games. For years it has brought the flashy style of game parlours into the lounge room and its latest *Ready 2 Rumble* game to enter the ring is arcade bliss. The beauty of *Round 2* is in its simplicity. It'll appeal to casual gamers, and even hard-nuts will find it deliciously appealing thanks to the hilarious characters.

Fans of the original PSone version won't find any glaring new surprises except for a jump in graphical quality and a new crew of over-the-top characters. Ten of the original game's pugilists return, joined by about a dozen new contenders, including Shaquille O'Neal and Michael Jackson, spandex glove and all.

Watching the fighters' faces turn black 'n' blue and their teeth get

whacked out is giggle-inducing stuff. The quick and dirty Arcade mode is again joined by Championship, where you guide a boxer from chump to champ by fighting and training. There are also Tournament and Teamplay modes, but it's against a mate that the game shines, with bouts hilariously competitive and a race to see who can perform the more outrageous moves and taunts.

But the biggest criticism has to be longevity. While the Championship mode offers a decent challenge and is complete with sub-games, the long-term appeal is as suspect as the original. If you're not a boxing fan, it may lack a bit of punch.

Richie Young and Jason Hill



Verdict: A superb-looking beat 'em up with excellent comedy value. Best with a buddy.

7

FACTS

On sale: Nov 30
Genre: Boxing
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Midway
Made in: US
Distributor: Ozisoft



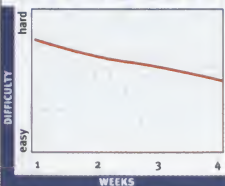
INSTANT EXPERT

Background: The pick of the launch titles. Snowboarding titles have been very popular on PlayStation, especially the *Cool Boarders* series.

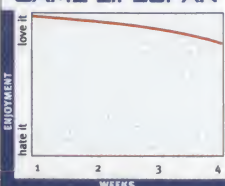
Makers: Electronic Arts in Canada. They should know a thing or two about snow.

Also Know This: EA's snubbing of Dreamcast has paid off nicely for the PS2.

LEARNING CURVE



GAME LIFESPAN



snowboarding

SSX

A sensory onslaught that will delight any gamer. Easily the pick of the PS2's launch titles, this is a must must-have title.

This is easily the best snowboarding game ever released, perfectly balancing racing and tricks. In fact, describing it as a snowboarder is not doing *SSX* justice, as it usually denotes niche appeal.

You compete against five other boarders in an effort to be first across the finish line. To help your progress down the slopes you can whack your opponents and perform gnarly tricks. Pulling off outrageous tricks is not only fun, it will impress your mates, improve your statistics, and most importantly, provide a speed boost.

But the star of the show is the eight massive and diverse courses. They're huge, with heaps of room to slice down the slopes and absolute freedom to explore the terrain. There are gob-smackingly huge jumps into the abyss below, multiple paths, corkscrews and zany locations like a snow-covered city, a giant Hawaiian glacier and even a Tokyo course that's like a giant pinball table! The innovative and varied tracks make the game incredibly exciting, and finding the many hidden shortcuts on each slope is a seriously long-term challenge.

Aiding longevity is the excellent Showoff mode that awards medals for high-point tricks. Every character also has a trick book. It's a mammoth task to complete all the moves. Better yet, the two-player mode is superb, with the screen split vertically to provide a good view of the track.

Super-responsive controls top off this visually dazzling triumph.

Jason Hill



Verdict: Outrageously fast, gorgeous and top fun. Easily the pick of the PS2 launch titles.



FACTS

On sale: Nov 30
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: EA
Made in: Canada
Distributor: EA

01-02. The game looks like an arcade game, which usually means short-term thrills only. But *SSX* has longevity.
03-05. The visuals perfectly suit the frantic action, with wonderful coloured lighting effects and even fireworks exploding as you leap over a massive jump.



FIFA 2001



In the recent Readers Top 50, for the first time ever *FIFA* was beaten by Konami's *ISS*. We've been shouting for over a year that *ISS Pro Evolution* is the best soccer game ever, but finally PlayStation punters realised it too. We're hoping now that the PS2 has arrived, gamers won't fall for EA's same old trick – razzle dazzle instead of gameplay. Not that *FIFA 2001* is a bad game. It's great fun, and it certainly looks smashing, but it's a long way from *Evolution* in providing lasting entertainment.

FACTS

On sale: Nov 30
Genre: Soccer
Players: Four
Price: \$99.95
NZ price: \$119.95
Made by: EA Sports
Made in: Canada
Distributor: EA

There are plenty of modes and over 50 teams with real players. And the presentation is exceptional, with realistic player animation and faces that show emotion. The stadia look incredible, and you can play at dusk with an amazing sunset or at night with realistic shadows cast by the floodlights.

But it's how the game plays that really matters, and unfortunately, little has changed from previous *FIFA* games. The control system is identical, and the long-term appeal is seriously limited thanks to annoying "features" like inconsistent passing, useless through-balls, and dim teammate artificial intelligence.

Maybe one day EA can match premiership-winning gameplay with extraordinary presentation.



Jason Hill

Verdict: The best looking soccer sim ever – a game that provides quick thrills and spectacular goals.

7

SWING AWAY GOLF

FACTS

On sale: Nov 30
Genre: Golf
Players: Four
Price: \$99.95
NZ price: \$119.95
Made by: T&E Soft
Made in: Japan
Distributor: EA

Swing Away is clearly trying to be an *Everybody's Golf* for the PS2. And it almost pulls it off, just falling a stroke or two short of Camelot's classic. The standout features are the lovely anime characters (the type we missed so much in *Everybody's Golf 2*) and a chance to out-bunker Greg Norman and design your own golf courses. Even if you can't be bothered designing your own, you have unlimited courses to play thanks to the

random course generator. It happily presents you with an infinite number of new 18-hole challenges, complete with trees, bunkers and water et al. It's a wonderful feature adding immensely to the already significant long-term appeal of the title.

Controls are comprehensive, allowing full mastery over your strokes, and golfer attributes can be improved with successful play. There are also plenty of play modes, such as tournaments and matchplay, and more secrets to unlock than you can shake a club at. The only thing missing is the excitement of *Everybody's Golf* with its imaginative camera angles and frenetic pace. But if you grab some mates, you'll certainly have a ball.



Jason Hill



Verdict: Slick, deep and entertaining – it should please golf fans and the better dressed alike.

8

ESPN WINTER X GAMES SNOWBOARDING

FACTS

On sale: Nov 30
Genre: Snowboarding
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Konami
Made in: Japan
Distributor: Ozisoft

This is Konami's first shot at a snowboarding game – and it has nailed it too. The PS2 already has a top-rate snowboarding game in *SSX*, but the two games are completely different beasts.

Where *SSX* offers flamboyant and over-the-top arcade thrills, it's been Konami's mission to provide a more realistic experience. But just like Konami's soccer sim *ISS Pro Evolution*, it takes a

while to master all the controls before you can really begin to enjoy some of the intricacies of controlling your boarder. For the same reason, gamers may make the mistake of playing it too briefly and discounting it for a lesser game.

The most innovative feature is the RPG mode. That's right, you enter competitions and the various characters you meet will get you different things (ie. money) to open up further parts of the mountain (and game). Details haven't been left behind either, and just watching the jackets blow furiously from the rider's bodies at speed (in-game) is evidence of this.

Overall, this is a quality game with plenty of depth that snowboarding enthusiasts will love.



Richie Young

Verdict: Unprecedented realism carried right through. The RPG mode is a sporting game first.

8



ARMORED CORE 2



of acrobatic annihilation, but no one could blame you if you gave up on your dream of becoming a maverick mech pilot long before this.

Delving into the game reveals a vast number of missions that range from the early 'seek and destroy' affairs, to the much more involved objective-based operations. Unfortunately, most of the missions require you to kit out your mech with many upgrades before you have a chance of success. Missions that require high speeds will not be feasible unless you have the best boosters, and intense firefights will be suicide without heavy armour plating. The problem with this feature is that all these add-ons have a hefty sticker price, leaving you with little option but to completely restart the game if you have insufficient cash.

You would expect the split-second manipulation of immense metal exoskeletons to be a little awkward, but surely it doesn't need to be this cumbersome. In a very questionable move, the designers have opted to completely ignore both analog sticks and base the control method around the D-Pad and the shoulder buttons. With a lot of practise you will become skilled at controlling your mech and discover that you can perform some pyrotechnic feats

FACTS

On sale: Nov 30
Genre: Shoot 'em up
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: From Software
Made in: Japan
Distributor: Sony



Narayan Pattison

Verdict: A sharp looking game that holds plenty of depth for those willing to battle the awkward controls.

7



01. Graphics are absolutely lush, and the draw distance is huge. Such is the power of PS2.
02. Ready to break the law? Grab some gear, snag some cargo and take a ride. Watch out for the fuzz, though.

SMUGGLER'S RUN

It won't be everything to all men, but it's very good fun, and that's all you need to know.

Fast cars, shady dealings and getting caught by the fuzz. Rockstar's *Grand Theft Auto 2* had all these things, and so does its latest offering, *Smuggler's Run*. Hotfoot it across America in an attempt to collect 'hot' goods, such as stolen motor parts. But unlike *Driver* or *GTA*, the environments are more rural, and you find yourself caning it over hill and vale, trying to deliver the goods in record time, and avoiding border coppers.

It may not sound exciting on paper, but *Smuggler's Run* is a whole lot of fun. From the moment you throw your car over that first hill, the vehicle handling is excellent and the level of detail superb. Negotiating your way around the maps is simple, thanks to a pointer at the top of your screen. When the missions start

hotting up though, you don't have the luxury of moving as the crow flies. Flicking to the map screen to find the best cop-avoidance routes soon becomes second nature, though you're lucky if you hit upon a good one on your first crack.

It can be frustrating having to start over again so frequently, and the lack of mission variety can become tiresome too, so tiresome that you will have to put it down from time to time. Don't let that put you off, though – we could happily drive around the luscious levels all day.

Smuggler's Run is a top laugh and a respectable PS2 debut.

AI Bickham



Verdict: A joyful blend of off-road driving and gloriously tense against-the-clock chase scenes.



FACTS

On sale: Nov 30
Genre: Driving
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Rockstar Games
Made in: US
Distributor: Jack Of All Games

MIDNIGHT CLUB STREET RACER

Smash into things and run people over. Sounds fun? It is, for a while...

FACTS

On sale: Nov 30
Genre: Puzzler
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Angel Studios & Rockstar Games
Made in: US
Distributors: Jack Of All Games

Set in New York City and London, *Midnight Club* is an unabashedly amoral game that shoves you into a world of illegal street racing. The basic idea is to get from A to B passing through a series of checkpoints. You can cause as much mayhem as you wish because although the police will try to slow you down, they never bother to arrest you.

As there are no set roads that you're forced to drive down, it's a very free-form affair. In Career mode you drive around New York trying to get into a race. If you win, you can race off for a new car. The races themselves take place in city streets, back alleyways and buildings, and the more you play the better short cuts you'll find. Win all your races and go to the World Championships in London. Win

there and you get to race the big cheese for the unofficial title.

The graphics are smooth with recognisable landmarks, but overall they are a tad dull. There's a genuine feeling of speed as you spin into a corner, knocking boxes and pedestrians over your bonnet, and the multiplayer games are fun.

But while the single player game keeps you playing, as you need to win another race to get another car to win another race, there is something missing from the experience. Mainly it's because the best bit – crashing and mucking about – just loses you races but there's also a feeling of "Is this all?"

Richard Keith



Verdict: Great fun and wonderfully amoral with real post-pub multiplayer appeal. But it lacks depth.



01. Developer Angel Studios is best known for its *Midtown Madness* series on PC. *Midnight Club* has many similarities. 02. *Midnight Club* is an arcade racer at heart, and this poor little Honda Civic is getting a hammering.



GRADIUS III AND IV



What's an old school scrolling space shoot 'em up from the late '80s doing on Sony's next-generation console? It's a question that almost all gamers will ask immediately when gazing upon *Gradius III*. Konami will answer that *Gradius* is still as fun as ever. And they might be right, but that's at 20c a play, not \$100. Konami should have added some of its other old arcade gems to make it better value for money.

The good news is that these are two excellent arcade-perfect

blasters, run on emulation on PS2. For the uninitiated, you fly along, blast baddies and collect power-up tokens to upgrade your weapons. You can select different weapon and shield configurations before the game begins, but as soon as the game starts it's just mindless blasting. Your ship moves painfully slowly, so you spend most of the game just battling for survival and trying to get power-ups to improve your speed and firepower.

Including *Gradius III* and *IV* in the one package provides a tiny bit of variety, as *III* features classic elements of the *Gradius* games, while *IV* contains unusual and graphically advanced opponents. But apart from the brilliant intro sequence, this is pure '80s gaming and is unlikely to impress.

Jason Hill

Verdict: Games like this were great fun in an '80s arcade, but it doesn't offer value for money on PS2.

4

ESPN INTERNATIONAL TRACK & FIELD

FACTS

On sale: Nov 30

Genre: Golf

Players: Eight

Price: \$99.95

NZ price: \$119.95

Made by: Konami

Made in: Japan

Distributor: Ozisoft

Track & Field on PS2 is an anachronism. We've got next-generation graphics on show, with beautifully rendered athletes, dazzling camera angles and smooth animation, but the same old early '80s button-bashing gameplay. It's still hugely entertaining, especially with a group of friends, but it's time for developers to add some depth and longevity to the genre.

There are 12 events in this

package and the most entertaining are those that deviate from the formula and offer some variety. Trap shooting is superb, so intense and satisfying, while rhythmic gymnastics is a *Dance Dance Revolution* clone with players having to pull off perfectly-timed button presses to the music or see their virtual gymnast get knots in her ribbon. Pole vault is also great, requiring a lot of skill to succeed.

There's always ultra-competitive, arm-aching fun to be had with events like the 100m sprint or weightlifting, but it's tough to recommend this update that so desperately needed a new, next-generation control system to match the visuals.

Jason Hill



Verdict: An adrenaline shot of a game that is stuck between a rock and a hard place.

6

INTERNATIONAL SUPERSTAR SOCCER

FACTS

On sale: Nov 30

Genre: Soccer

Players: Four

Price: \$99.95

NZ price: \$119.95

Made by: Konami

Made in: Japan

Distributor: Ozisoft

First, a brief history lesson. Konami has two soccer development teams. One that made the Nintendo 64 *ISS* games (KCEO), another that made the greatest soccer game ever, PlayStation's *ISS Pro Evolution* (KCET). Unfortunately, it's the former that made PS2's first *ISS* title. We'll have to wait until next year for the next *Evolution*.

Like *FIFA*, *ISS* on PS2 is more a graphical update of an

existing title than a whole new ball game. Its lack of innovation is disappointing, but there's still much fun to be had. It's a far more free-flowing game than *FIFA*, with the delicate passes, gorgeous through-balls and flicks of the N64 game retained.

Scoring is tricky, but the game is all the more rewarding because of it, and there is more potential to show off with flashy moves than in any previous version of *ISS*. Presentation is excellent, especially the player animation, although the stadia and crowds aren't terribly flash. There are playing modes galore, and Konami has finally shelled out for an Olympic license, so player names are the real deal.

A classy, entertaining soccer game, but fans of *Evolution* won't be won over.

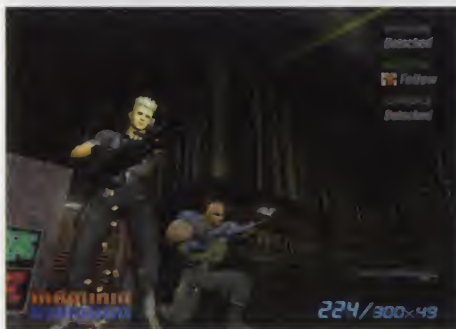
Jason Hill

Verdict: Not the *Evolution* many had hoped for, but it is the best PS2 soccer game available at launch.

8



X-SQUAD



tricky puzzle. All that remains is a dull exercise in progressing through the levels, effortlessly shooting the hypochondriac guards and unlocking the next door. Compounding these problems is the choice of a third-person view. This is only advantageous in shoot 'em ups if there is enough tricky manoeuvring to make a first-person view unfeasible. Instead, we are treated to a ridiculously generous auto-aim to combat the constant obstruction to your view caused by the character.

The only innovative feature is the presence of three teammates at whom you can bark rudimentary instructions. But even this proves to be ultimately pointless because it is never developed into a necessary, or even useful, aspect of the game.

Narayan Pattison

Verdict: If you're happy to spend \$100 on a couple of evenings' worth of gaming, don't hesitate to buy it.

5

What do you get when you take all of *Syphon Filter*'s ingredients and polish them beyond recognition? A rather stylish looking game, filled with smoothly realised and detailed characters, blazing their way through impressively textured, if rather unimaginative, locations. But *X-Squad*'s problem is that the same rigorous polishing process has not also been applied to the gameplay.

Painfully absent are any interesting objectives, variety in the setting or even a single

FACTS

On sale: Nov 30

Genre: Shoot 'em up

Players: One

Price: \$99.95

NZ price: \$119.95

Made by: EA Square

Made in: Japan

Distributor: EA

NOW PLAYING >>

The PlayStation2 titles that are setting sales records and are permanently wedged in our consoles.

JAPANESE PS2 TOP TEN

As PlayStation2 is just about to go on sale in this country, this month we present the games that have Japanese gamers glued to their tellies.



Moto GP

Namco's motorcycle simulation is wheelie good. A massive improvement on the 500 GP coin-op, it's like a Formula One game on two wheels. The *Gran Turismo*-like challenges and deep career mode are the highlights. Hori's Super Bike Controller is also reportedly flying off the shelves.

Gekikuukan Pro Baseball

This highly anticipated baseball simulation from Square features official Japanese teams and players, with accurate statistics from the 1999 season. It's also a bit of a looker – the player animation is probably the best ever seen in a sports videogame.

Tekken Tag Tournament

Does the premier beat 'em up on PS2 really need an introduction? Namco's brawler has been highly anticipated ever since the PlayStation2 was first unveiled, and six months after its release, it's still selling well in the land of the rising sun.

Jikkyu Powerful Pro Baseball VII

Another baseball game, this time from those wacky funsters at Konami. Taking a totally different approach to Square, the game features super-deformed characters with oversized cartoon-like heads. It does feature realistic player data from the Japanese 2000 season, though.

Keyboard Mania

Yet another mad Bemani music title from Konami. The package includes a massive, finger-stretching USB keyboard for tinkering on the ivories to the beat. Music includes everything from twee Japanese pop, rock and classical tunes.

Kessen

Koei's involving strategy game that has wowed punters ever since it was unveiled alongside Sony's "Next-Generation PlayStation" on March 2, 1999. A sequel is already in development. The amazing real-time 3D sequences with hundreds of horses and warriors are the highlight.

Ridge Racer V

Namco's next generation arcade racer is still flying off shelves almost as quickly as the fabulous Pac-Man car whizzes around those gloriously detailed cityscapes. This is a quality, beautiful, fast and elegant racer that is a joy to play.

Fantavision

The sleeper hit of the PlayStation2's launch titles. Sony's quirky fireworks puzzler is as fun to play as it is visually dazzling. At first it seems too simple, but you soon discover its complexity, relentless pace and addictiveness. We like it a lot, and so do millions of Japanese.

Golf Paradise

This fun, cartoon-style golf simulation in the style of *Everybody's Golf* will be known here as *Swing Away Golf* and released through EA. It has multiple courses, gorgeous anime characters and up to four can play a round on the beautifully lush fairways.

Dead Or Alive 2

Tecmo's gorgeous 3D beat 'em up is as fun to play as it is pleasing on the eye. Animation is fluid, and the interactive environments really add to the excitement, letting players smash their opponents through objects like walls and windows. And oh, those babes!

Charts supplied by Games Guide



WHAT'S IN OUR BOX

The discs we can't seem to pry out of our PlayStation2 in PSM Towers.

- 1 **SSX**Gnarly, wicked and valid!
- 2 **Timesplitters**Come get some
- 3 **ISS Pro Evolution**PS1, but still an office favourite
- 4 **Tekken Tag Tournament**Perfect for a quick brawl
- 5 **Unreal Tournament**Heads will roll

MUST BUYS

PSM guarantees you'll find our 'Must Buys' a blast. But keep your docket just in case...



Tekken Tag Tournament

Namco
Beat 'em up

King of the iron fist. Whether you want to beat your mates into a bloody pulp or indulge in a quick bit of kangaroo 10-pin bowling, you must own this.



SSX

Electronic Arts
Snowboarder

It came out of nowhere and it is the game that many consider the stand-out launch title. An incredibly fast and wickedly fun snowboarder.



Timesplitters

Eidos
Shoot 'em up

This blasterama is a must for those with an itchy trigger finger, and is a superb party trick to pull out when mates drop by. We love it, and you must own it.

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**“PACKING THE EMOTIONAL WALLOP OF A DEADLY ACCURATE DEPTH CHARGE AND FILLED
WITH AS MUCH TENSION AS ANY TWO HOUR MOVIE CAN WITHSTAND”** -The Hollywood Reporter

Available at all leading retailers.



JACK IN THE BOX

Everybody knows the PlayStation2 is a killer games machine. But Sony also designed this beast with an appetite for tomorrow. It's a games machine that includes a music and movie player, and PC-like expandability. **JASON HILL** reveals all...

DVD movies

The PS2 plays DVD movies without any extra hardware or software needed, transforming your home into a mini cinema. Sound and picture quality is excellent – far superior to VHS – and on par with standalone DVD players costing the same as a PS2.



Digital Camera

Will allow you to take a shot of your ugly mug and put yourself as a character in the game. Sony is also experimenting with cameras capable of tracking a gamer's movements and translating them into a game (eg. waving your arms around like Big Bird to control an aeroplane). Of course, you'll also be able to turn your home movies into the next *Blair Witch Project* by editing them on PS2, or tweak your favourite snapshots with image editing software.



MultiTap

To allow up to eight players to join in the fun, you'll need to invest in a MultiTap. They look just like a mini PS2!



G-Con 45

Will continue to be standard issue for shoot 'em up titles on PS2.



Mobile Phone

WAP mobile phones offer PocketStation-like capabilities with mini games galore. Imagine loading up your favourite wrestler from *WWF 3*, pumping him up all day on your phone's virtual gym, then uploading him to PS2 at the end of the day, ready to wup ass. You'll also be able to surf the Net, albeit slowly.



Memory Card

PlayStation Memory Cards will only work with PlayStation games; for PS2 titles you'll need the 8Mb storage of the new PS2 Memory Cards.



Virtual Pet

It's conjecture on our part, but we could certainly envisage Sony producing software with which you could program AIBO and transfer new actions via Memory Stick. Sit AIBO, sit, good dog...



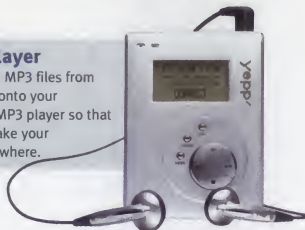
Hard Drive

Sony's expansion bay for a 3.5-inch hard drive and ethernet adaptor will allow the PS2 to take advantage of much faster broadband technology in the future. You'll be able to connect to a worldwide entertainment network and download music, movies and games to your hard drive. Sony envisages some games might be episodic, with a new chapter to download each week.



MP3 Player

Download MP3 files from your PS2 onto your portable MP3 player so that you can take your tunes anywhere.



Steering Wheel

For the ultimate in realism when playing driving titles. All existing PlayStation wheels will work fine.



There's little doubt that with its incredible power and industry support, the PlayStation2 will host some of the best videogames ever made. But Sony designed the PS2 to be far more than just a games machine.

Aside from its two game ports (which you'll use to

plug in the usual array of weird and wonderful controller peripherals), Sony has built in other more mysterious connectors – two Universal Serial Bus (USB) ports and an i.Link port (also known as Firewire). Unlike the Japanese PS2, our PAL unit also includes an expansion port compatible with a 3.5-inch hard disk drive, and

ethernet adaptor for broadband access to the Internet and a world-wide gaming and entertainment network.

Both USB and i.Link are standard in the PC industry and as such are widely supported with a host of compatible gadgets on the market. USB is commonly used for devices like keyboards, mice, scanners and



Remote Control

You can use the joystick to access DVD movie controls like play, pause and subtitles, but couch potatoes will be happier with a remote.



Printer

Turning your PS2 into anything from a home office to the nerve centre of an eco-terrorist poster workshop, Sony's first colour printer is due out in Japan this month, with software to boot. Doctored pictures of your mates, anyone?



Games

All your old PlayStation games will work as well as the latest PS2 titles. In fact, as well as decreasing loading times, you can also smooth the graphics of PlayStation titles via a menu option.



Television

Yes, you'll still need one of these. The bigger the better, and PS2 games will increasingly support widescreen.



Memory Stick

Sony's Memory Stick is a tiny memory storage device, like a superfast floppy disk or a giant memory card. It could be used to contain mission packs for games, video clips, demos, music tracks and any file to swap between PS2 consoles. Sony has confirmed it is making a peripheral to connect Memory Stick to PS2.



Mini Disc

With the PS2's digital optical output, a Mini Disc Walkman will allow you to record tunes after mixing them on software like Codemasters' *Music 3 DJ*. Or you could upload new samples direct to PS2 using the Walkman.

Microphone

Microphones, combined with speech recognition technology, could really give us something to shout about, making games more intuitive and adding complexity to games without finger-busting combinations of button presses. Imagine a sports management title where you could shout at your players!



Music CDs

Like the original PlayStation, you can bung in any music CD and listen to it using your PS2.



Joypad

You can plug any PlayStation controller into the PS2, but the DualShock2 bundled with the console is a big improvement. It's lighter, has long leads, analog buttons that can register 256 levels of pressure, and lovely, responsive snap-to-centre analog sticks.

Modem

Sony won't be releasing online products until cable becomes mainstream, allowing users to download games, movies and music at lightning speed and play against players from around the globe with no delays. In the meantime, we'll see the likes of Suncom releasing 56Kbps analog modems which will allow limited head-to-head gaming, Internet surfing and e-mail.



Amplifier

Of course you'll be able to plug in any old hi-fi and play your quaint old music CDs, but with a digital optical output, the PS2 will also happily plug into an AV amp, providing 5.1 channels (surround sound) of eardrum-bursting sound for games or DVD movies.



Keyboard and Mouse

A keyboard is obviously a must for composing e-mails or documents, while a mouse is the best tool for Internet surfing, and is also the controller of choice for strategy games and even 3D shoot 'em ups like *Quake*. It should also be essential for more creative activities on PS2, such as editing graphics or music.

printers. Meanwhile, i.Link can transfer data much faster than USB – up to 400Mbps – so it can handle digital video input from camcorders.

Using both types of connection you can daisy chain devices together, so you aren't just limited to three devices at a time connected to your PS2.

The catch is that you can't just plug in a device like a USB keyboard or an i.Link camcorder into your PS2 and expect it to work. Sony and other publishers will have to release software to allow the PS2 and various gadgets to talk to each other. Your copy of *Tekken Tag Tournament* is unlikely to be terribly impressed by you

connecting a scanner to the PS2. Fortunately, it's only a matter of time before software and hardware companies learn how to exploit the PS2's capabilities and release exciting new applications for PS2 users.

It's clear that once the products start rolling out, the PS2 will sit at the centre of a web of killer applications.



Words: Rob Pegley Photos: Cath Muscat

ALL SYSTEMS GO

Sony Computer Entertainment Australia's Managing Director, **MICHAEL EPHRAIM**, shares his thoughts on the future of PS2.

DETAILS



Name: Michael Ephraim

Job: Managing Director of Sony Computer Entertainment Australia

After overseeing a massively successful launch of the original PlayStation, Michael has far higher expectations for the PS2 launch.

Favourite Game: Tekken Tag Tournament. Looking forward to SSX Snowboarding and Metal Gear Solid 2.

Official PlayStation Magazine: Hey Michael, the build-up to PS2 must be at full pace now. How are you coping with the pressure at the moment?

Michael Ephraim: We are all coping, but must say things are very hectic and exciting at the same time. It really feels that we are working on something that will change the world of interactivity as we know it.

PSM: There must have been the odd tinge of doubt in the early days of launching PlayStation. This time, however, you must be 100 per cent confident that PlayStation2 will be huge. Is that the case?

ME: To be very honest, when I was launching PlayStation I knew it was going to be big and that we would give the incumbent systems a run for their money, but didn't realise the scale of it at that time. Nothing was guaranteed back then, but really nothing is guaranteed now either. We can work with our retail partners on a larger scale with PS2 because of the incredible awareness of the consumers and the history is there to show what SCE and PlayStation can do, but as you know in this era of rapid changes in technology, nothing is guaranteed.

PSM: The face of gaming has changed somewhat over the last five years, thanks largely to PlayStation. Do you think the initial purchasers of PS2 will be hardcore gamers?

ME: During the initial period of any new generation games console, the hardcore gamers have always been the early purchasers, but with the incredible awareness of PS2 and the fact it is truly a computer entertainment system, I don't think the hardcore gamers will be the only ones buying the machine in the early days. With a lot of people still not owning a DVD machine yet, I feel we will see a slightly different uptake on PS2 then other prior next generation machines.

PSM: Does Sony have a great ad campaign we should watch out for to herald the launch of PS2?

ME: We have some great plans for the launch and are very excited about our new Brand campaign. We are planning quite a few things for the launch but will extend the campaign for a few months, [and] then branch out to capture the broader entertainment-minded consumer.

PSM: There's been much made in the press here about the price of the console in Australia compared to Europe and America — what's your take on that?

ME: As far as comparisons with Europe, Australia is completely in line with the pricing in all European countries and, in fact, with the recent drop in the Australian dollar, Australians will probably be paying less than their European counterparts. On the US pricing, I have to say as I have many times, everything in the US is cheaper than Australia.

What Australians really have to compare is the value for money PS2 will give them at \$749. A standard DVD player currently costs between \$500 and \$1200, so with PS2 you are

getting the DVD capability plus incredible gaming, and soon you will be able to connect to the Internet for browsing, e-mail and downloading. What a bargain for \$749!

PSM: Will price changes occur in the near future?

ME: Prices of all consumer electronic items eventually do come down when volume increases and component parts become less expensive to purchase. We do not see it being any different for PS2, but do not know of any short to middle term price reduction plans from SCE Japan at this point in time.

PSM: Is availability of product going to be your biggest problem in the early days?

ME: Availability has proven to be the biggest issue for us and our counterparts around the world at the moment. The main point though is that this is a short term-issue. SCE Japan and Sony Corporation announced an increase of US\$3.5 billion in expenditure to bolster their chip manufacturing capability of the Emotion Engine chip. This will see the production of PS2 increase tremendously over the upcoming months, and while PS2 could be in short supply this side of year 2001, I am sure we will see that problem disappear over the forthcoming months after launch.

PSM: How many PS2s do you hope to sell at launch and in the first year?

ME: At the moment we feel comfortable that we will sell between 700,000 and 900,000 in the first 12 months of sales in Australia.

PSM: Looking into the future, who do you see as your biggest rivals?

ME: Clearly Sega has not had a successful system for two generations now. Besides the US, Dreamcast sales are not looking very good in all other countries. With the recent announcement of Game Cube from Nintendo, I feel that they are planning to concentrate mainly on the younger market, and with their system not being DVD compatible, I don't think I am wrong on this issue. That leaves Microsoft and us to slug it out for the entertainment category in the lounge room.

PSM: Given that PlayStation has changed the face of gaming, how far do you think PS2 will alter it further?

ME: I feel PS2 will not only change the face of gaming again, but will change how consumers look at all their computer entertainment needs. With PS2 being the first real convergence machine available, I feel PS2 will become the centre of the lounge room for total entertainment for the mass market.

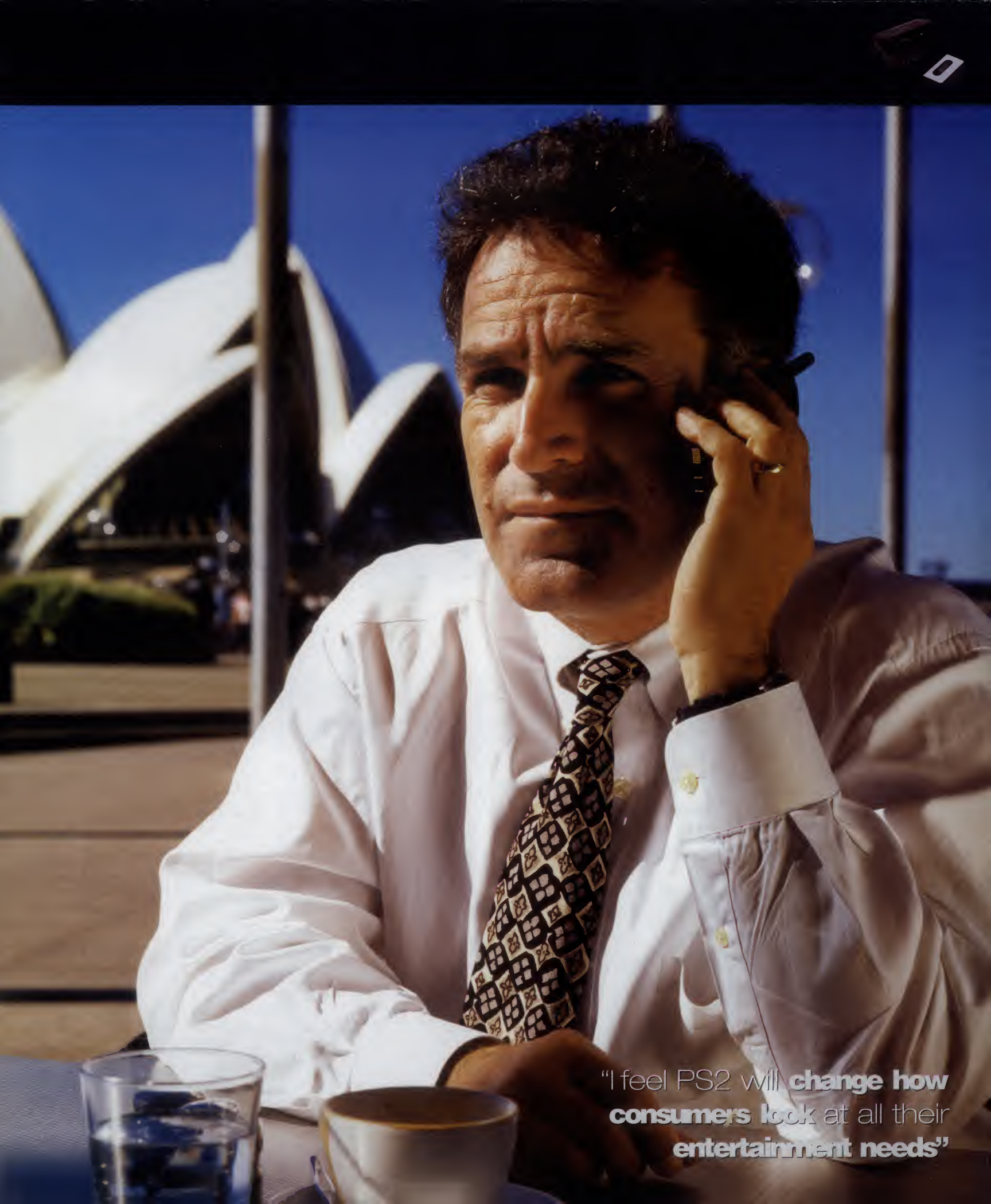
PSM: How will the launch of PS2 effect PSone?

ME: Early sales in Europe are very strong and I feel it will be similar here as well. I think the two machines will appeal to two completely different markets, one being the younger market for more affordable gaming, and PS2 will appeal to the families as the hub of entertainment in the home.

PSM: If you could sum up PS2 in five words, what would they be?

ME: Convergence, connect-ainment, future proof, cutting-edge and mass market.





"I feel PS2 will **change how consumers look** at all their **entertainment needs**"

SPEED thrills

GRAN TURISMO 3

The best driving simulator of all time is about to get a whole lot better on PlayStation2.

So far, the *Gran Turismo* games have had it all – awards, critical acclaim and spectacular commercial success, with over 15 million sales worldwide of *GT1* and 2. Now comes the hard part – translating that success over to the next-generation machine. Early PlayStation2 demos of *GT3* (which was known as *GT2000* until it became clear it would miss a 2000 launch date) looked good but didn't exactly set the world on fire and some doubted that Polyphony Digital could reproduce their masterwork.

They just needed some more time, that's all. Every demo that emerges improves considerably upon the last, and when *PSM* visited Sony's headquarters in Sydney, we saw a 60 per cent complete driving title that really does start to blur the lines between gaming and reality. The cars and tracks look so real it's ridiculous.

Six tracks were on display – Laguna Seca Raceway, Rome Circuit, Seattle City Circuit, Super Speedway, Deep Forest Raceway and Trial Mountain. All were stunning, but Deep Forest Raceway and Trial Mountain contain truly jaw-dropping sections where you race through dense forest, with beams of sunlight trickling through the leafy canopy. When the road gets hot, steam rises from the bitumen. There will be many more circuits in the finished game, including a Tokyo street course.

The car physics have also been tweaked, and even though all the promised 150 vehicles weren't available, the machines on offer all featured good control, with individual handling and engine noises. The Mini was included, along with the Lotus and Impreza, and the opponent AI was already boosted to a level where you get a decent race even if playing by yourself.

The good news for those wishing to challenge their mates is that not only will *GT3* offer split-screen two-player racing, but also full screen multiplayer via an i.Link cable (this means you'll need two PS2s, two TVs and an i.Link cable). A specially designed force feedback steering wheel will be released alongside *GT3* for the ultimate in simulation, but even without it, *GT3* looks set to offer the most realistic virtual driving experience ever. It should be out in February/March 2001.



Stuart Clarke

"It blurs the lines between gaming and reality. **The cars and tracks** look so real..."

racing

FACTS

GT3 (or *Gran Turismo 2000* as it was formerly known as) didn't debut alongside the PS2's Japanese release – Polyphony extended the development time to ensure it didn't let out a half-baked version.

On sale: Early 2001
Players: Two
Made by: Polyphony Digital
Made in: Japan
Distributor: Sony



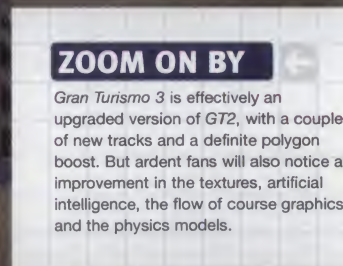
WORK OF ART

The extra development time Polyphony has put into *Gran Turismo 3* means that we'll get *GT* on PlayStation2 the way we always dreamed it would be, with super gorgeous cars, super gorgeous tracks and super gorgeous modes. It will take your breath away...



ZOOM ON BY

Gran Turismo 3 is effectively an upgraded version of *GT2*, with a couple of new tracks and a definite polygon boost. But ardent fans will also notice an improvement in the textures, artificial intelligence, the flow of course graphics and the physics models.





JUST PERFECT

Producer Kazunori Yamauchi and his team at Polyphony Digital are nothing short of perfectionists. Each and every build we have seen of the game has been dramatically improved. When the game finally comes out early next year, it will be the sequel G72 deserves.



DRIVE MY CAR

As much work has been spent on improving the opponents' artificial intelligence as has been spent on those shiny graphics and the super-swift frame rate. Polyphony is also proud of the improved physics model, making a realistic game even more authentic.



OPINION

For: With spectacular visuals, realistic physics and an enormous array of real make cars, *Gran Turismo 3* will leave you foaming at the mouth.

Against: Not a lot, apart from any further delays. Let's hope Polyphony can stick to the deadline of 2001... Fingers crossed!

What we'd change: Crash animations would be good (but the car manufacturers probably won't like that), and some Australian tracks wouldn't go astray.

BATTLE fry



STAR WARS: STARFIGHTER

A new *Star Wars* game without that Jar Jar idiot? Sounds like a blast to us.

PS2 gamers are about to feel the power of The Force. LucasArts has several *Star Wars* games in development, but *Starfighter* will be the first to whiz onto store shelves. However, the game is difficult to categorise. LucasArts labels it as a "flight action/adventure" because it combines a strong, character-driven story with fast, action-oriented space combat action. It's like a blend of the *X-Wing* series' depth with *Rogue Squadron's* immediacy and excitement.

And it works. Flight combat is based both in space and over land, the controls are intuitive, and the bulk of the action is exciting dogfights.

There are 14 environments in total, and weaving through a dangerous canyon or sweeping over the lush greenery of Naboo while you pursue enemy craft is heart-pounding stuff.

The game is set during the same time as *Episode One*, but features three new characters (pilots, naturally) and 20 new ships and weapons not seen in *The Phantom Menace*. Each character has a different complaint with the Trade Federation. As the game progresses, you switch control between the three characters, but their destinies intertwine for the game's climax.

The three pilots have different ships, each with individual handling characteristics and different weapons. Players use the left analog stick to steer the craft, and the right for pitch and yaw. **L2** and **L3** are used to control the speed of the ship. You can also give your teammates simple commands, such as attacking or defending a selected target.

It's almost a given, but the graphics are bound to impress. In particular, the lighting effects on display are truly out of this world, with dazzling explosions and wonderful laser fire that reflects on different surfaces in stunning fashion.

Unfortunately there's no two-player mode and the frame rate is chugging at the moment, but with such detailed environments and the undeniable appeal of the *Star Wars* universe, we've got high hopes for this intergalactic blast.



Jason Hill

space combat

FACTS

On sale: Early 2001
Players: One
Made by: LucasArts
Made in: US
Distributor: EA

BLOODY beauty

UNREAL TOURNAMENT

***load of ammo? Check. A time to show no mercy. A time to kill.

This blasterama could be PS2's best party trick and is already looking and playing unreal indeed. Along with *Quake* and *Half Life*, *Unreal Tournament* is one of the PC's most loved first-person shoot 'em ups, with millions of devoted online players around the globe. After just minutes playing *Unreal Tournament* on PS2, it's easy to see why the game has become a religion for so many gamers.

Deathmatches are incredibly fast and frantic, and it's not just a case of who has the biggest gun wins. The beautifully designed multi-levelled outdoor and indoor arenas ensure that you must use strategy and quick thinking to survive, whether you're playing against mates or against the super-smart bots. There is heaps of variety between locations and multiple levels in nearly every map, with high areas to play sniper and try and score cheap kills, and even sneaky traps. The 13 levels are largely unchanged from the PC version, but PC fans should note that the first Bonus Pack maps have been included.

The game was always designed to be a multiplayer game, but there is fun to be had alone. Players work their way through a series of challenges as they progress through the tournament towards the league's coveted top-spot. The bots have four difficulty levels to choose from, and on "inhuman" they are unbelievably fast, cunning and dangerous.

But it's when you invite some mates around to join in the chaos that the game really shines. Up to four can play, with modes including Deathmatch, Domination, Capture The Flag and Assault. You can also choose to have bots join in the fun or have rules such as one-shot, one-kill, low gravity, hyper speed or slomo. You'll have a blast.

PC experts swear by the fact that first-person shoot 'em ups must be played with a mouse and keyboard, and brilliantly, Epic has provided support for these controllers. Just plug in a USB keyboard and mouse and *Unreal* will recognise them and let you configure the keys. Epic has also done a great job of tweaking the Dual Shock controls. It'll take beginners a little while to learn to use both analog sticks at once, but once mastered we reckon you'll be fragging as well as any keyboard jockey.

Absorbing and utterly addictive, *Unreal Tournament* is yet another reason why you must own a PlayStation2.



Jason Hill

"It's easy to see why **Unreal** has become a **religion** for so **many gamers**"

shoot 'em up

FACTS

One of the most played shooters on the PC, *Unreal Tournament* features four-player mayhem and fast and furious deathmatch carnage. There's also team games and modes like Capture The Flag.

On sale: March 1, 2001

Players: Four

Made by: Epic/Infogrames

Made in: US

Distributor: Ozisoft



PARTY TIME

With a MultiTap up to four players can compete at once, and the split-screen action doesn't slow down despite the multiplayer mayhem. *Unreal Tournament* also includes i.Link support, so you can connect PS2 consoles together and have networked multiplayer battles!



SHOOT IT UP

Much of the fun comes from the outrageous weapons. Each has a primary and secondary-firing mode, and they include the minigun, pulse gun, shock and sniper rifle, flak cannon, bio-rifle, rocket launcher, impact hammer and mini-nuke Redeemer. Come get some.



PSSST...

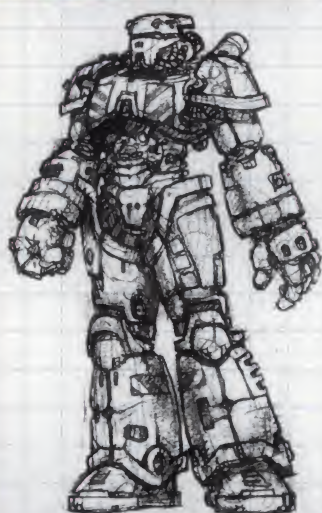
We'll let you in on a secret... When starting the game you have access to 11 different characters, but there a dozen more to unlock through success in the tournament. There are lots of other surprises in the game to uncover, too.



EYE CANDY

Graphics are simply amazing, with coloured lighting and incredible detail on the architecture. The sight of an enemy being fragged to pieces is also a joy!





CHOOSE LIFE

Deathmatch sees human or computer opponents battle with a time or frag limit. Domination and Assault are team games where you must control areas to win points. In Capture The Flag, players steal opponents' flags and return them to their own base without losing their own.



OPINION

For: Incredibly fun and powerful weapons, and amazing environments with superb level design. A good range of play modes and hilarious multiplayer games.

Against: It's not for the kiddies or the squeamish – its over-the-top violence will ensure an MA15+ rating. The action could be a little bit faster, too.

What we'd change: Not much! Of course it'd be lovely to connect online and blow away PC gamers from around the globe, but we'll have to wait. For now, i.Link rocks!

RIDE-ON track

MOTO GP

Deck yourself in leather skins and pray to the Almighty that you stay in one piece...



Ridge Racer V, Namco's four-wheeled PlayStation2 racer, might be a little disappointing, but this two-wheeler is shaping up as one of the best early titles to grace Sony's new powerhouse. *Moto GP* is fast, fun, and easily one of the most visually dazzling PS2 games to date.

The graphics instantly impress and the replays are compelling stuff. The bikes bounce up and down, mufflers backfire, sparks fly from your kneepads, tyres smoke and you can even pop a wheelie as you choke the throttle. But if you're expecting a fast arcade whiz-around like *Ridge*, you'll quickly be in the sand on the first corner. Handling is more like a Formula One simulation, you have to work the brakes hard and perfect your racing line to win.

There are 32 authentic bikes to choose from, including models from Honda, Suzuki and Yamaha, and five of the world's most famous circuits, including Suzuka and Donington. All of the racers are also real-life riders, including Aussie Mick Doohan who has come out of retirement to star in the game.

Playing modes are comprehensive and include Arcade, Versus, Time

Trial, Challenge and Season. Arcade is what you'd expect, with players able to choose their track and victory unlocking rewards like new characters and bikes. The two-player, split-screen Versus mode zips along quickly with none of the fogging that plagues *Ridge V*, but no other computer-controlled opponents race.

We spent plenty of time playing the excellent Challenge mode, which is similar to *Gran Turismo*'s licence tests. Challenges quickly get very tough and you need to learn perfect racing lines and even split-second mistakes will see you having to try again and again.

In the Season mode, you start by hopping on-board one of the struggling teams, with the aim of getting a few podium finishes during the season. Success will see you being offered new jobs with better teams and more powerful steeds.

Not everybody's style, but *Moto GP* is looking wheelie fun.

Jason Hill

motorcycle racing

FACTS

On Sale: February 2001
Players: Two
Made by: Namco
Made in: Japan
Distributor: Sony





SPECIAL bond

THE WORLD IS NOT ENOUGH

Yeah, yeah, we've been expecting you etc. You better be worth the wait, Mr Bond...

PlayStation owners have always had it all over their N64 counterparts except for one chink in the armour – our Bond game was nowhere near as good as theirs. That is, pre-*The World Is Not Enough* for PS2.

When the specs for the PS2 were announced, it was pretty obvious that this machine was going to be capable of some damn swanky stuff. The technical side of the hardware opened up a new world of gaming possibilities, and for the EA team, it meant allowing them to make the Bond game that they had always wanted (and one that was actually worth playing!).

Early plays of *TWINE* show that it will give PS2 owners just the right amount of ammo to fire back at their gloating N64 cousins. It runs on the legendary *Quake III* engine, enemy AI is excellent and there's enough fire-play to satisfy those that were disillusioned by the dismal *Tomorrow Never Dies* effort.

Unlike *Goldeneye* or games like *Half-Life* though, *TWINE* isn't a pure first-person blast 'em up. It seems that the developer wanted to get back to certain elements of the true Bond character. Stealthy sneaking around, a lot of gadgetry and even a cruise in the Bond Beamer sets it apart. And, of course, Moneypenny, Q and new character R are included.

Naturally the game sets out to re-

create the movie of the same name and it does a pretty good job doing so. Keeping this in mind, the game's plot won't always run to plan and it's the game's final climax that you'll be working towards.

Graphically, the game is top-notch. EA has increased the number of rendered polygons to give the game a detailed look and the sheer smoothness of the frames makes it seem like you're slip-slidin' on ice!

But it's the attention to detail that makes *TWINE* such a stand-out. Of particular note, enemy behaviour showcases a level that is so impressive, we're hard-pressed to mention any other game that comes close. Enemies display facial animations, and like any good shooter nowadays, they also have multiple impact points on their bodies. Popping a cap on a guard's chest gets a different reaction to a blow to their foot... Natch!

From what *PSM* has already witnessed, *TWINE* should be the one that we've been waiting for. At last...



Richie Young

shoot 'em up

FACTS

On sale: Winter 2001
Players: Four
Made by: Electronic Arts
Made in: US
Distributor: Electronic Arts

DAMN gorgeous

DEAD OR ALIVE 2

Fine-tune your hand-eye coordination and watch your guard. This is a thinking man's bout.

The original *Dead Or Alive* was one of the most underrated beat 'em ups on PlayStation, ignored by *Tekken*-obsessed gamers despite Tecmo's best efforts to attract their attention with those big, beautiful, bouncing bosoms. With its high-res titillation, we're certain the sequel won't suffer the same fate, especially after such a great reception when it was launched in Japan.

In fact, our PAL version of *Dead Or Alive 2* is far superior to the game that's had millions of Japanese in a trance. The game has improved visuals, new playing modes, new arenas, cut-scenes, costumes and even new tag team moves, and certainly gives *Tekken Tag* a competitive bout.

There's a whopping 12 different modes on offer, including Story, which is your usual Arcade mode plus brief cut-scenes, Time Attack, Versus for battling mates, a Tag Battle that allows up to four players, Survival with wave after wave of enemies, and Team Battle where up to five characters are chosen on each team to fight one at a time. For

beginners, you can watch demonstration bouts to learn new moves or take on the sparring mode which shows your joypad presses at the bottom of the screen. Longevity is further aided by Tecmo

adding so many secrets to unlock, including over 80 gorgeous costumes and new characters.

But the game's strength remains the fluid fighting system and the wonderful level design. Environments are dazzling, often featuring multiple levels and exciting breakthrough points that characters get walloped through, revealing new areas. For example, a forceful blow in the towering cathedral might see your opponent get hurled through a stained glass window and onto the ground, with the battle recommencing down below. And like the original game, fights are more strategic than many other beat 'em ups thanks to the big range of moves on offer, including throws and counters. Combos play a big part, but even the most powerful combo can be countered, and even counters can be reversed!

Tecmo has tidied up the graphics for our local release, with reworked lighting, new cool effects and improved character animation. The highlight of the visuals is the amazing lighting effects; heat waves, falling snow and a stunning sunset feature in new level The Crimson.

This is a quality 3D beat 'em up with plenty of longevity, and should not be ignored even though *Tekken Tag* proves to be tough competition.



Jason Hill

beat 'em up

FACTS

On sale: TBC
Players: Four
Made by: Tecmo
Made in: Japan
Distributor: Sony





INCOMING

Put on your sunnies and peer into the PlayStation2 horizon. It's certainly an impressive sight, with so many games already announced and in development. Just don't bet your house on when they'll arrive, folks...

Launch Games

Armored Core 2	From Software	Arcade battle 'em up
Aqua-Aqua Wetrix 2	SCI	Puzzler
Disney's Dinosaur	Ubi Soft	Platform adventure
Dynasty Warriors 2	Koei	Strategy
ESPN International Track & Field	Konami	Sports sim
ESPN X Games Snowboarder	Konami	Snowboarding sim
Eternal Ring	From Software	Role-playing game
Evergrace	Agatec	Role-playing game
F1 World Racing Championship	Ubi Soft	F1 sim
Fantavision	Sony	Puzzler
FIFA 2001	EA Sports	Soccer simulation
Gradius III & IV	Konami	Arcade shoot 'em up
ISS	Konami	Soccer sim
Kessen	Koei	Strategy
Madden NFL 2001	EA Sports	American football
Midnight Club	Take 2	Racing
NHL 2001	EA Sports	Ice hockey sim
Pro RC Revenge	Acclaim	Racing
Rayman Revolution	Ubi Soft	Platformer
Ready 2 Rumble Boxing Round 2	Midway	Boxing simulation
Ridge Racer V	Namco	Racing
Silent Scope	Konami	Shoot 'em up
SSX	EA	Snowboarding sim
Super Bust A Move	Acclaim	Puzzler
Swing Away Golf	EA	Golf sim
Smugglers Run	Take 2	Driving
Summoner	THQ	Role-playing game
Tekken Tag Tournament	Namco	Beat 'em up
Timesplitters	Eidos	Shoot 'em up
Type S	EA	Racing
Theme Park World	EA	Strategy
Top Gear Daredevil	Kemco	Racing
Wild Wild Racing	Rage	Racing
X-Squad	EA	Shoot 'em up

December 2000

Cool Pool	Take 2	Pool simulation
Dead Or Alive 2	Tecmo	Beat 'em up
F1 Championship Season	EA	F1 sim
H30 Surfing	Take 2	Surfing sim
NBA 2001	EA Sports	Basketball sim
Street Fighter EX3	Capcom	Beat 'em up
Stunt GP	Titus	Driving

Early 2001

360 Challenge	Acclaim	Racing
Age Of Empires II: The Age Of Kings	Konami	Strategy
Alone In The Dark 4	Infogrames	Action adventure
Black And White	Midas	Adventure
Commandos 2	Eidos	Strategy
Donald Duck Quack Attack	Ubi Soft	Platformer
Dark Cloud	Sony	Role-playing game
Evil Dead: Hail To The King	THQ	Action adventure
F1 World Grand Prix 2001	Konami	Racing
Formula One 2001	Sony	F1 sim
Gran Turismo 3	Sony	Racing
Herdy Gerdy	Eidos	Puzzler
Knockout Kings 2001	EA Sports	Boxing sim
Le Femme Nikita	Infogrames	Adventure
LMA Manager 2001	Codemasters	Soccer management
Micro Maniacs 2	Codemasters	Racing
Moto GP	Namco	Motorcycle racing
Music 3	Codemasters	Music creation
Need For Speed	EA	Racing
Onimusha	Capcom	Beat 'em up
Project Eden	Eidos	Adventure
Rally Championship	EA	Rally sim

Early 2001 (cont.)

Red	Konami	Strategy
Red Faction	THQ	Strategy
Reiselied: Ephemeral Fantasia	Konami	Role-playing game
Resident Evil 4	Capcom	Action adventure
Roadsters 2001	Titus	Racing
RoboCop	Titus	Action adventure
Seven Blades	Konami	Action adventure
Shadow Of Memories	Konami	Adventure
ShadowMan 2	Acclaim	Action adventure
Soul Reaver 2	Eidos	Action adventure
Star Wars: Starfighter	LucasArts	Space combat
Stepping Selection	Jaleco	Dance 'em up
Superbikes 2001	EA	Motorcycle sim
The Bouncer	Square	Fighting adventure
The Gift	Cryo	Adventure
The World Is Not Enough	EA	Shoot 'em up
Thief 3	Eidos	Sneak 'em up
Top Gun	Titus	Flight sim
UEFA 2001	Infogrames	Soccer sim
Unreal Tournament	Infogrames	Shoot 'em up
Wacky Races	Infogrames	Racing
Wipeout Fusion	Sony	Racing
WWF SmackDown 3	THQ	Wrestling sim
ZOE	Konami	Action adventure

Late 2001

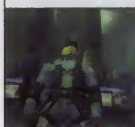
Army Men: Air Attack 2	3DO	Shoot 'em up
Army Men 2: Sarge's Heroes	3DO	Shoot 'em up
Cool Boarders 2001	Sony	Snowboarding sim
Crusaders Of Might And Magic	3DO	Role-playing game
Drum Mania	Konami	Music
ESPN NBA	Konami	Basketball sim
ESPN National Hockey Night	Konami	Ice hockey sim
Final Fantasy X	Square	Role-playing game
Gunslinger	Activision	Shoot 'em up
Jurassic Park	Konami	Action adventure
Kelly Slater's Pro Surfer	Activision	Surfing sim
Kengo	Crave	Role-playing game
Mat Hoffman's Pro BMX 2	Activision	BMX sim
Metal Gear Solid 2	Konami	Sneak 'em up
Rayman 3	Ubi Soft	Platformer
Rock 'N' Megastage	Jaleco	Music
Shawn Palmer's Pro Boarder	Activision	Snowboarding sim
Silent Hill 2	Konami	Action adventure
Star Wars Online	Activision	Role-playing game
Street Lethal	Activision	Racing
Super Bombad Racing	LucasArts	Racing
Terminator	Konami	Action
The Getaway	SCEA	Driving adventure
The Road To El Dorado	Ubi Soft	Arcade battle 'em up
Tiger Woods PGA Tour 2001	Ea	Golf sim
Tony Hawk's Pro Skater 3	Activision	Skateboarding sim
Tour de France	Konami	Cycling sim
VIP	Ubi Soft	Action adventure

The Rest

Aliens: Colonial Marines	Fox Interactive	Strategy
Drakan	Activision	Role-playing game
Final Fantasy XI	Square	Role-playing game
Gauntlet: Dark Legacy	Midway	Fantasy action
Grand Theft Auto 3D	Take 2	Driving adventure
MDK Armageddon	Virgin	Shoot 'em up
No One Lives Forever	Fox	Action adventure
Off-Road Thunder	Midway	Racing
Star Wars: Obi-Wan	LucasArts	Shoot 'em up
Syphon Filter 3	Sony	Shoot 'em up
WCW Mayhem	EA	Wrestling sim

most wanted

The country's most wanted. These are the games that *Official PlayStation Magazine* team members are most excited about. How about you? Write to the normal address and tell us what you're dying to play!



1. Metal Gear Solid 2

It's an awfully long way off, but this is already one of the most highly anticipated games of all time. We can't wait.

Release date: Late 2001



2. Gran Turismo 3

New cars and tracks, outstanding presentation and that incredible attention to detail we have come to expect.

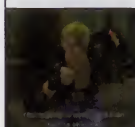
Release date: Early 2001



3. Wipeout Fusion

The PlayStation's premier future racer is speeding onto PS2 in style. Early screenshots and video look stunning.

Release date: Early 2001



4. The Bouncer

Square's innovative fighting adventure has had gamers around the world drooling for over a year already.

Release date: Mid 2001



5. Resident Evil 4

The next chapter in the world's best survival horror series from Capcom. Those zombies are going down!

Release date: Late 2001



6. Tony Hawk's Pro Skater 3

The birdman will fly again. And on PS2, the game will look even more stylish. This will be skateboarding nirvana.

Release date: Late 2001



7. Moto GP

Namco's motorcycle racer is looking sweet and playing a treat. With plenty of challenging playing modes, it'll keep you hooked.

Release date: Early 2001



8. Project Eden

Oozing with atmosphere and style, this gem from the makers of *Tomb Raider* could rock the gaming world as much as Lara.

Release date: Late 2001



9. Black and White

A role-playing game that offers the power to be good or evil from the genius of Peter Molyneux. Will be stunning.

Release date: Early 2001



10. Micro Maniacs 2

The pint-sized pedestrians are back! Codemasters is giving them even more detail and speed for this PS2 sequel.

Release date: Early 2001



Gladiator

Starring: Russell Crowe, Joaquin Phoenix, Connie Nielsen, Oliver Reed, Richard Harris
Director: Ridley Scott **Year made:** 2000
Made by: Dreamworks **Rated:** M

Gladiator's realism will grab you like a vice, engross you completely, then release you, weak and gasping for breath.

Every facet of the Roman Empire is recreated with such lavish attention to detail and unquestionably realistic special effects that you will be swept up in the story like never before. *Gladiator* is also such a phenomenal experience because, unlike so many other sprawling epics, it appeals with equal power to both sexes. Stubborn men will be smashed into submission by the sheer brutality of the gladiatorial matches and awed by the intense Roman battles. Any stubborn ladies in the audience who would normally turn their noses up at

any testosterone-fuelled bloodbaths will not be able to resist succumbing to the rousing score and the majestic beauty of the Roman Empire.

Leading you through this amazing journey is Russell Crowe's incredible performance as the heroic General, turned gladiator, Maximus. Whether he's smouldering with the blackest lust

for revenge, courageously leading his men through the heart of bloody battles or longing for the simplicity of his family life, Crowe's conviction is flawless.

Looking at the disc itself, there is plenty of highly enjoyable content to wade through. Listening to Ridley Scott offers plenty of insight into details you probably

missed, interesting difficulties they suffered and exactly what he was trying to achieve with the movie. The best movie of 2000 makes for an utterly essential purchase. **NP**



10

Special features: Director commentary • Deleted scenes with commentary • The making of *Gladiator* • *The Bloodsport Of A Gladiator* documentary • Music score feature with Hans Zimmer • *Gladiator* journal • Trailers • Cast and crew bios • Production notes • Concept art, photographs and storyboards

Stuart Little

Starring: Geena Davis, Hugh Laurie and voiced by Michael J. Fox.
Director: Rob Minkoff **Year made:** 1999
Made by: Columbia TriStar **Rated:** G

After watching *Stuart Little*, you may be convinced that mice can indeed walk, talk and, er, drive cars...

Stuart Little is this summer's number one DVD movie for kids.

Based on E.B White's classic book, this movie adaptation shows Hollywood's animation muscles are well and truly flexed.

You wouldn't expect this innocent-looking film to have so much grunt behind it! From a technical perspective, the computer-generated characters in *Stuart Little* are a standout. This feature-packed DVD also gives a special insight into the expertise behind the scenes. And as some game animation appears to be heading in the same direction, we can look forward to exciting times ahead!



Stuart Little is voiced by Michael J. Fox, whom worked alongside a mix of live actors – including Geena Davis and Hugh Laurie – and animated characters.

The story sees Stuart being adopted by the Little family, and all the ups and downs they encounter as they

get used to a mouse living with them in their house. Make no mistake, director Minkoff and his team have definitely worked hard to ensure this movie is an endearing experience to all who view it.

For families, *Stuart Little* is prime viewing. For a genre that often gets tagged as unbearable by plenty of punters, many will find themselves genuinely surprised and engrossed in Stuart's story.

It won't become your all-time favourite movie, but for solid family entertainment, *Stuart Little* comes up trumps. **RY**

8

Special features: Original widescreen presentation • 'Stuart's Central Park Adventure' interactive DVD game • Visual effects feature • Featurette • Six deleted scenes • Original movie trailer • Music videos • Conceptual art photo gallery • Talent profiles • Commentary

The Green Mile

Starring: Tom Hanks, David Morse, Michael Clarke Duncan, Graham Greene
Director: Frank Darabont **Year made:** 1999
Made by: Warner Bros **Rated:** MA 15+

The director of *Shawshank* turns another Stephen King prison-based short story into an uplifting tear-jerker.

It's easy to draw comparisons between *The Green Mile* and *The Shawshank Redemption* on any number of levels. Director and writer apart, these are both uplifting tales of redemption set in the grim pre-war prison systems of Southern America. Both take an age to gently unfold their simple stories. And, most importantly, both are ultimately well worth the lengthy wait.

However, while *Shawshank* concentrated on humanity for its sob story, with the brutal crawling-through-shit reality of Andy Dufrenoy, *The Green Mile* plays the mystical card instead.

The excellent Michael Clarke Duncan is man mountain John Coffey, a prisoner on death row seemingly guilty of the rape and murder of two young girls. As with Tim Robbins in *Shawshank* though, he just seems too damn nice to be guilty. And when miracles start happening around the man, the amiable guard Paul

Edgecomb (Hanks) starts to realise that Coffey is not all that he appears.

Once again Darabont deftly produces a film with great characters and in-depth feeling. The supernatural elements in the film perhaps detract from the overall emotional power, but nevertheless you miss this at your peril. Like its

central character, any film that makes you laugh, makes you cry and makes three hours seem like 10 minutes must have some magical qualities of its own. **RP**

9



Special features: Behind the scenes documentary *Walking The Mile* • Interactive menus • Theatrical trailer • Scene access • Languages in Dolby Surround 5.1: English, German • Subtitles: English, Italian, Dutch, Sedish, Arabic, Norwegian, Danish, Finnish, Icelandic, German, Romanian, Bulgarian



TRIPLE TREAT

You'll laugh, you'll cry, you'll wish you were John Cusack...

This Is Spinal Tap

Starring: Christopher Guest, Michael McKean, Harry Shearer
Rob Reiner's brilliant spoof rock band documentary "rockumentary, if you will" is one of the funniest movies ever. Out of 10? This one goes to 11...



Jerry Maguire

Starring: Tom Cruise, Cuba Gooding Jr
After directing the underrated *Say Anything* and *Singles*, Cameron Crowe secured his reputation with this Oscar-winning weepy. Bad guy turns good guy, gets the girl and makes a pile of cash – that's about as close as you get to a fairytale ending these days and it works for us. Show your video shop the money!



Grosse Pointe Blank

Starring: John Cusack, Minnie Driver, Dan Ackroyd
Man in black, Cusack plays hitman, Martin Blank, who rekindles teenage romance at a school reunion and tries to stop killing for a day or two. Sharp, stylish and hilarious.



Recent Release Round-up

The World Is Not Enough

Starring: Pierce Brosnan, Sophie Marceau, Robert Carlyle, Denise Richards

Nostalgia tells us that the Connery/Moore era was the best, but Brosnan finally makes the role his own with the best Bond film for, oh, 10 years. The plot is the usual guff tycoons and big villains, but it has finally been dragged back to basics. There's innuendo and a genuinely hateful bad guy (Robert Carlyle). The ladies are spunky, Judi Dench's M is harder, and long-time Q, Desmond Llewellyn (who died last year), checks out with poignant panache. **7**



The Blair Witch Project

Starring: Heather Donahue, Joshua Leonard, Michael C. Williams

In the calm after the hype-storm, it's either a masterpiece of psychological horror or three slack-jawed wasters in a forest. Whichever way you lean, the most overrated film of the '90s – with one of the lowest budgets ever – is one of the biggest concept movies ever made. The plan was to make a documentary on a small-town legend (occult rumours,



disappearing children). But the high spirits curdle as the group lose their map, get lost, run out of cigarettes (the horror...), and find it increasingly difficult to pass off the weird noises outside the tent as 'just the wind'. **7**



Bowfinger

Starring: Eddie Murphy, Steve Martin, Heather Graham

Steve Martin is Bowfinger, a low-rent filmmaker who can't afford big names in his movies. He hits on a killer idea – stalk Tinseltown hot-shot Kit Ramsey, film his scenes with a hidden camera and rake in the cut-price blockbuster bucks. Ramsey is played by Murphy as an over-the-top parody of every paranoid Hollywood star ruled by a Scientology-like creed. Bowfinger rallies his shambling crew of hobbyists, secretly tracking Ramsey from restaurant to restaurant, in a desperate effort to can a hit. **B**

Romeo + Juliet

Starring: Leonardo DiCaprio, Claire Danes

The greatest love story ever told spruced up for the attention-deficit generation. Two feuding families: Romeo from one, Juliet from the other. To their families' discontent, the couple falls in love... With tragic consequences. DiCaprio is superb, as is Danes, and Aussie Baz Luhrmann directs with infectious enthusiasm. Purists will hate the contemporary feel and only the hollowest soul will fail to stifle a blub at the most heartbreaking ending in storytelling. **B**

DVD TO BUY

PSM recommended essential purchases

- The Matrix**
Leather-clad hi-tech sci-fi thriller.
- Shawshank Redemption**
For anyone crawling through shit...
- Pulp Fiction**
Tarantino's greatest. Cool and the gang.
- Fargo**
Typical Coen brothers' quirky brilliance.
- Groundhog Day**
Watch it again, and again, and again...
- Men In Black (SE)**
Even better with all the DVD extras.
- The Sixth Sense**
Spooky sadness with an excellent twist.
- Wag The Dog**
Politically correct? We really hope not.
- Vertigo**
Hitchcock at his tension-filled best.
- The Talented Mr Ripley**
Truly terrifying psychological drama.

© The team's personal tastes

VIDS TO RENT

As rented by the team this month

- Three Kings**
A dark and intelligent Gulf War comedy.
- Fight Club**
Stylised story of underground scrapping.
- Being John Malkovich**
Surreal and compelling tale of madness.
- Gladiator**
A return for the great Hollywood epic.
- The Green Mile**
Heart-warming mystical movie magic.
- Sleepy Hollow**
Sublimely beautiful gothic masterpiece.
- The Hurricane**
Washington stars in boxing bio-pic.
- Magnolia**
Boogie Nights director's latest offering.
- Out Of Sight**
Lopez and Clooney in stylish caper.
- Rushmore**
Hilariously quirky schoolboy story.

© The team's personal tastes

DVD SUPERSTAR

Johnny Depp

Forget that Johnny Depp is the bloke who smokes, drinks, tussles with the paparazzi, has a baby with Vanessa Paradis and the best male cheekbones in the Western World. Look beyond the pretty boy exterior and you'll realise he's one of the most versatile actors of his generation.

A long-time collaborator of Tim Burton, Depp brings out the best in Burton's quirky creations. From the naive and lovable transvestite film director *Ed Wood*, to the darkly-disturbed and disfigured *Edward Scissorhands*, Depp throws himself mentally and physically into very diverse and challenging roles. Perfect as

Ichabod Crane in Burton's latest release, *Sleepy Hollow*, his chiselled looks give an almost supernatural feel to the role.

And rather than turning those looks into an instant leading-man meal ticket, he continually takes on roles which are anything but mainstream or appealing. Having said all that, anyone who can look good in a skirt (*Ed Wood*), with metal hands (*Scissorhands*), in crap sunglasses and battered leather (*Donnie Brasco*), and out of his head the entire time (*Fear and Loathing...*) perhaps deserves to be tailed by the paparazzi. Depp, we salute you.



TV TO WATCH

The shows we stop playing games for

- Seinfeld**
Still hilarious after 20 repeats.
- The Panel**
Smart chat, great guests. Simple as that.
- The Simpsons**
"It's funny because it's real..."
- Changing Rooms**
Watching paint dry can be fun after all.
- Sam And The Fatman**
Likeable Footy Show substitute.
- Who Wants To Be...**
We've locked it in to our schedule.
- Treasure Island**
Let's hope they're never rescued.
- Friends**
The old ones are the best.
- Naked Chef**
Cor blimey, it's cookin' innit, like.
- The Royle Family**
Reality television, my arse!

© The team's personal tastes



Kid A

Radiohead
(EMI)

Difficult to make, occasionally difficult to listen to, the follow-up to *OK Computer* has finally arrived...

Seen the band on tour yet? Heard any of the singles? Caught the videos on *Channel V*? Thought not. For Thom and the boys have eschewed the traditional music industry publicity treadmill and simply released their latest album, *Kid A*, in isolation. They do have the advantage, of course, of their last album *OK Computer* being widely acclaimed as the Greatest Album Ever. Pretty good pre-publicity even if it was three years hence.

With such high praise, however, comes the burden of expectation, and sensitive souls that they are, Radiohead have experienced a difficult three-year sabbatical. The band's 10-year association was even in jeopardy due to internal pressures heaped upon themselves. Rather than simply release a sub-Radiohead offering, however – as many of their peers are doing at the moment – they stripped everything bare and started again.

To say this is an experimental album is like saying Demir Dokic has got a bit of a temper. Band members were forced to play different instruments and even sit out on tracks, while any number of samples and methods were employed in a bid to create an atmosphere as much as a sound. The end result is a confusing and conflicting mix of layered instrumentals and streams of consciousness, which provokes and delights on any number of levels. **RP**

If you like this, listen to these...

1. *Parachutes* by Coldplay
2. *Showbiz* by Muse
3. *Lost Souls* by Doves

9



The Best Of...

Blur
(EMI)

An eclectic collection spanning all Blur's re-inventions.

They started out baggy. Mop-top Essex boys with swirling organs and flares. Then they decided *Modern Life Was Rubbish*, and crossed Bowie with The Jam. Mockney-Cockney was the next look with a jaunty, right-old-knees-up sound to match. *Great Escape* took this cocky laddishness to its extreme. And when they were tired of faking it they came back stronger than ever, with the

beautifully emotive lyrics and grungy guitars of *Blur* and *13*. Critics might lambast them for such chameleon behaviour, but *Best Of...* simply celebrates a band finding themselves as they grow up in the '90s. From the sublime (*Tender*) to the slightly ridiculous (*Country House*), this encompasses everything Blur stand for. Enjoy the ride. **RP**

8



Vanguard

Finley Quay
(Epic)

Who said the UK was all about 5ive and starry-eyed popstars?

For many in this country, Finley Quay would be somewhat of an unknown quantity. He doesn't represent your average rock star. And while it'd be ignorant to think that he hasn't made a pretty penny out of this game, his effort on *Vanguard* sounds as though he genuinely hasn't made it his priority. *Vanguard* is fresh. It's certainly relaxed, and while it's far from being a strictly

reggae performance, those influences are prominent. The music world is meant to be about attitude, so what's cool about Mr Quaye then, is that he really is doing as he pleases – and that's what being a real musician is all about, right? Funky beats, some horned-instruments and lyrics about daydreaming and fantasy abound. A great album to wile away an afternoon to. **RY**

8



TEAM STEREO

These are the office faves...

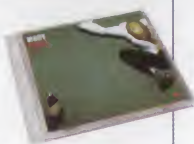
The Man Who...

Travis
(Independiente)
The latest Scottish band with melancholy guitars and smooth melodies follow in a long line, once lead by Teenage Fanclub (see below). These gentle tracks have washed over us happily for months now, with the singles *Driftwood* and *Why Does It Always Rain On Me* the standout tracks. Recently voted the Best Act In The World by UK magazine Q, we're not quite sure they're that, but this is worth a listen.



Play

Moby
(Mute)
Even if you don't know the album, chances are you've heard a number of the songs on an advert, as travel show background music, or a sporting montage. Verging on a concept album, this meanders through a number of soulful dance tunes and is perfect for long afternoons in front of the computer typing words such as these. Moby may be a strange little bald-headed vegan, but he makes damn fine music.



Liquid Skin

Gomez
(Virgin)
Gomez are four young middle-class lads from England that sound like 50-year-old American rockers that have smoked 60 a day since they were seven. This album is funkier than their debut, but just as haunting and complex. Gomez are a strange band, but there's no doubt that they are a band with their very own distinctive sound, and it's a sound we love in the office.



All That You Can't Leave Behind

U2
(Universal)

Back to show their young pretenders how it's really done...

There are two ways a big act can go as they advance in years (aside from packing it in). They either realise their limitations, embrace irony and become a self-mocking incarnation of their former self (think Tom Jones and AC/DC). Or, if they're truly gifted and intelligent enough, they simply embrace the changing musical climate and adapt their style to stay ahead. They continue

to make the sounds that only *they* can, and manage to fit it to the contemporary. REM can do it, and so, of course, can U2. *All That...* witnesses a band totally confident in their abilities and totally in control of their own destiny. From the moment *Beautiful Day* opens proceedings you know that this is going to be some of their best work to date. Long may it continue. **RP**



Green Day

Warning:
(Warner)

How much further can this hypo trio progress after 10 years?

With 10 years and six LPs under their belts, Green Day's new album *Warning*: is their most melodic (and downright poppy) yet. Green Day have, in the past, been accused of projecting a hard image through the press, but delivering music that reflects a soft core. Maybe it's the spotlight attention that they've commanded since their *Dookie* days, or maybe they've just mastered the art of

selling records, but *Warning*: is safely appealing. Green Day has carried over their trademark zip and beat sound from previous albums, and for their legions of fans, it'll be seen as somewhat of a natural progression. This may very well be too poppy for those that like their music hard and frantic, but adding a little spring to your step is good for everyone once in a while. **RY**



SOUNDWAVES



Festival time is almost here, and the line-up of bands shows that the Oz music scene is arguably stronger than ever. Australia is not only a cool place for big bands to visit, but UK and US bands on tour are being pushed down the list as major Aussie bands take the headlining slots.

First up comes *Homelands*, being held on December 2 in Glenworth Valley, NSW. The dance festival then moves onto Upper Plenty in Victoria on December 9. Dominated by European acts such as Orbital, Josh Winks and Robert Miles, there are also strong Aussie bands like The Avalanches. Watch out for Groove Terminator and see them "shaking that ass".

Meanwhile, on the same day in Sydney, catch a truly Australian line-up of rock acts playing *Homebake* in The Domain. Sunk Loto will be joining other PSM favourites such as Regurgitator



and Alex Lloyd. Also playing are The Living End, Resin Dogs, Spiderbait and Pnau.

Arguably the biggest of the lot this summer though, is *Big Day Out*. Starting at Parklands on the Gold Coast on January 21, the event moves onto the Sydney Showground on January 26, Melbourne Showground on January 28, Adelaide Showground on February 2, and ends at the Bassendown Oval in Perth on February 4. Headlining the tour is Limp Bizkit, with ample back-up from Aussie bands Powderfinger, Frenzal Rhomb, 28 Days, recently-reformed The Go Betweens, and multi-ARIA winners Killing Heidi. Also Down Under for the party are Shaun Ryder-led Happy Mondays, PJ Harvey, Roni Size and Millennium DJ at Bondi, Carl Cox. Should be a fantastic month.

For those of you too old for the mosh pit, fear not, for old rockers AC/DC are coming to Australia in January. Check gig guides for concert dates in your local city.



THE BEST OF THE REST...



Communicate

Sasha and John Digweed
(Sony Dance)
Communicate saw Sasha and Digweed team up to produce one of the best dance albums of the year. For the greater part, it is fairly heavy in beat but features superb diversity that ranges from the sublime to full-scale punchiness. Electronica at its best. **RY**

Little Kix

Mansun
(EMI)
Mansun's third album is something of a disappointment. Over-production means their edginess is sacrificed for a cleaner, poppier sound. Rather than an upbeat The Cure, they now sound like Embrace meet The Culture Club. Too theatrical for our liking. **RP**

Howdy

Teenage Fanclub
(Columbia)
Officially the Nicest Band in Britain, *Howdy* remains unlikely to be the album to break the Fannies through, dripping as it is with such unfashionable vices as timeless melodies, bittersweet lyrics and the best pop songs likely to grace your ears in a lifetime. **MG**

Milan

Pearl Jam
(Sony)
Does this 'best of' and live release indicate that these Seattle-ites are dropping a gear down and starting to slow down their career? Pearl Jam have long reigned amongst the top of the rock world and this is a superb collection for both fans and the curious. **RY**

Social Anxiety

Sunk Loto
(Epic)
Social Anxiety is the result of these Gold Coast teen rockers being let loose in a recording studio. The boys plough through the drumbeats and chunky guitar riffs with healthy attitude and a dose of raw energy. *Vinegar Stroke* is a prime standout. **RY**

Roll On Summer EP

Paul Kelly
(EMI)
You'll have no doubt heard (and related to) the ode to Euro-backpacking, *Every ****ing City*. The other songs on this EP are laid-back with an almost dub sound and stamped with Kelly's trademark storytelling. A great soundtrack for a lazy summer. **PR**

READY TO BE BLOWN AWAY?

OFFICIAL PS2 MAG IS ON THE WAY...

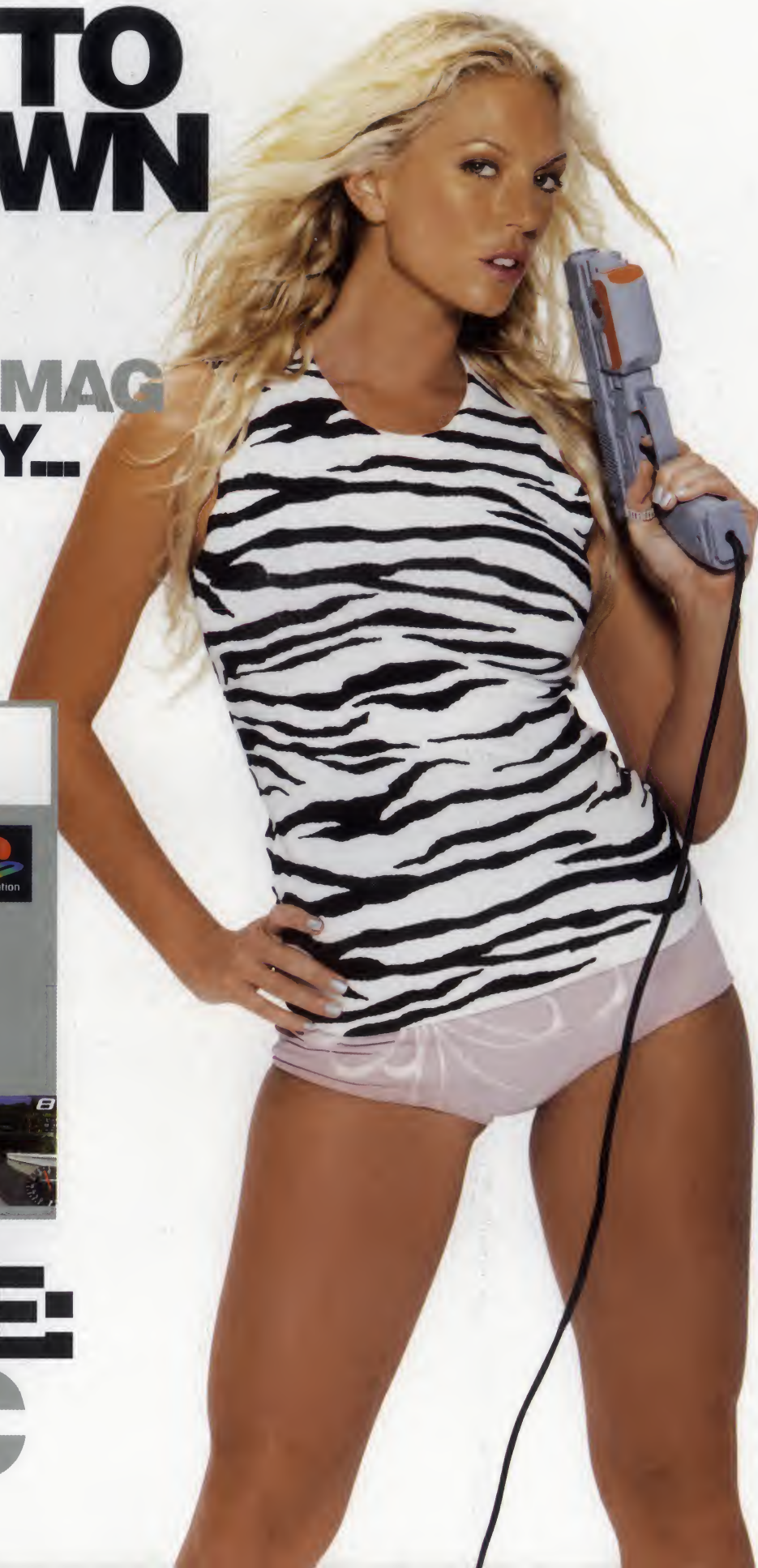
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NO WORRIES

Powerline tips

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The *Official PlayStation Powerline* provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month.

Call ☎ 1902 262 662 (Australia only) and, once connected, press 0 to access the main menu (Australia only). The menu options are:

1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).
2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
3. New and upcoming PlayStation games information.

4. PlayStation game of the month.

5. This month's Top 10 titles.

6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (NZ\$1.69) – a higher rate applies if calling from mobile or public phones. Callers aged under 18 must obtain a parent's permission before phoning.

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For instructions on how to access the Powerline in New Zealand, please follow the instructions below.

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press 0 for the
main menu

press 1 to speak to a live
member of Team PlayStation

press 4 for PlayStation game of
the month

press 2 for cheats heaven and
have your game code handy

press 5 for this
month's top 10

press 3 for new and upcoming
games information

press 6 for information on
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POWERLINE

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press 4 to select a
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press 2 for instructions on operating
the Powerline system

press 5 for instructions on how to
connect your PlayStation

press 3 to select a game by
product code

press 6 to leave
a message



Army Men: Sarge's Heroes

02626

Level Passwords

Level	Name	Password
2	Bridge	FLLNGDWN
3	Fridge	GTMLK
4	Freezer	CHLLBB
5	Inside Wall	CLSNGN
6	Graveyard	DGTHS
7	Castle	FRNKNSTN
8	Tan Base	BDBZ
9	Revenge	LBCK
10	Desk	DSKJB
11	Bed	GTSLP
12	Blue Town	SMLLVLL
13	Cashier	CHRG
14	Train	NTBRT
15	Rockets	RDGLR
16	Pool Table	FSTNLS
17	Pinball Table	WHSWRD

Rollcage Stage II

01922

Mirror Tracks

To flip all your tracks to appear as mirror images of the original just enter this code at the password entry screen: I.AM.THE.MIRROR.MAN.OOOOOOOOOO!

Granddaddy Cheat

Unlock every track, car, mode and all other cheat options! Locate the password entry screen and enter: I.WANT.IT.ALL.AND.I.WANT.IT.NOW!

Expert Mode In Masters Campaign

Enter this code at the password entry screen: MASTERS.IS.AS.HARD.AS.NAILS.MON!

Open All Tracks

Even though you already have the Granddaddy Cheat you can stuff this one in your pocket too. Enter this code at the password entry screen: NOW.THAT'S.WHAT.I.CALL.RACING.147

02493

Toshinden 4

Enter the following codes at the title screen.

Get all characters: →, →, ←, ←, →, →, R1, R2.

Get all mini games: ←, →, ←, →, ←, ←, L1, L2.

Get all data (Database mode): R1, R2, L1, L2, ←, →, Select.

02812

Chase The Express

How To Get Scenario "A"

1. Play either 'Normal' or 'Expert' level.
2. Save Billy the first time by giving him the correct blood transfusion (B, Rh+, C, D).
3. Save Billy the second time by giving him the 'Bullet Proof Vest'. (Where? Car 6, 1st Floor, in one of the lockers along the wall). Hence, he will not die when Boris shoots him.
4. Pick up the 'Ambassador's Note'. (Where? Secret Room in VIP room, Car 10, 2nd Floor) before handing over the 'IC Chip' to Mason.
5. Give Mason 'Disc A', not 'Secret Information Disc'.
6. Give Billy the 'Laser Disc B' at the beginning of the countdown.
7. Defuse the bombs in Car 2 in less than eight minutes.
8. If all these have been done correctly, you will be allowed to (and must) detach Car 1 from the rest of the train at the end of the game. (Where? The lever is on the left side of the controls which has the 'Emergency Manual 2' note. There is a locked door at the left side. Hence, the lever is in between these two. If everything has been done correctly, there will be a green light on the lever instead of a red light.



Lego Rock Raiders

Enter the following codes at the password menu.

Bandit's mission completed: ↓, ▲, ↓, ●, ↑, ↓, ■, ▲, ←, ↓, ↑, ●, ▲, ←, ↓, ↓, ←, ▲, ←, ■, ●, ↓

Axle's mission completed: ●, ▲, →, ▲, ×, ↑, ▲, →, ●, →, ←, ↓, ↑, →, ▲, ●, ↑, →, ■, ■, ●, →

Jet's mission completed: ×, ▲, →, ▲, ↑, ↓, ■, ▲, ←, ↓, ↑, ●, ▲, ▲, ↑, ↓, ■, ▲, ←, ↓, ↑, ●, ▲

←, ↓, ↓, ←, ▲, ←, ↑, ●, →

Doc's mission completed: ↑, ■, ×, ▲, ↑, ●, ←, ▲, ■, ▲, ←, ↓, ●, ↑, ↓, ●, ▲, ↑, ↓, ↑, ▲, ×

Spark's mission completed: →, ■, ←, ↑, ×, ↓, ●, ↓, ■, ▲, ↑, ↓, ●, ←, ■, ▲, ▲, ■, ↑, ↑, ■, ▲, ←

Trapped mission completed: ▲, ●, →, ▲, ■, ■, ↓, →, ←, ▲, ●, ←, ↑, →, ■, ●, ▲, ●, ▲, ▲, →

Gauntlet Legends

02791

Play as Sumner

Exit through the secret door in the last level of The Trench. Then collect 50 coins in the bonus level to unlock Sumner at the character selection screen.

Play as Minotaur

Go to the Cliff level in the Mountain Kingdom. Find all switches, then go to the area with the exit. Do not step on the exit portal. Instead, head down until you see a trapdoor with a skull and crossbones on it. Step on it and you will be transported to a room with many coins. Collect 50 coins to unlock the Minotaur at the character selection screen.

Play as Falconess

Go to the bonus level in the Castle World. Collect 50 coins to unlock the Falconess at the character selection screen. She has the same turbo attacks as the Valkyrie.

Play as Jackal

Play through the second level of the Ice World. There is a trapdoor at a dead-end on top of the pile of crates at the end. The trapdoor is found by

climbing the slanted crates to the top. Then, circle around until you get a chance to go back down. From there, climb the other set of slanted crates, located before the exit, and standing atop the trapdoor. Collect 50 coins inside the door to unlock the Jackal at the character selection screen. He is a more powerful form of the Wizard.

Play as Tigress

Go to the first town level. Find all main switches, then go to the portal. When you reach the portal, backtrack a small distance until you reach a hill with a chest, a switch and death. Avoid death and hit the switch. Head in the position the switch is pointing and you will reach some zombies and the trap door. Stand on the trap door and collect 50 coins to unlock the Tigress at the character selection screen.

New Weapon


Reach level 10 to receive a new weapon. Reach levels 50 and 99 for additional new weapons.

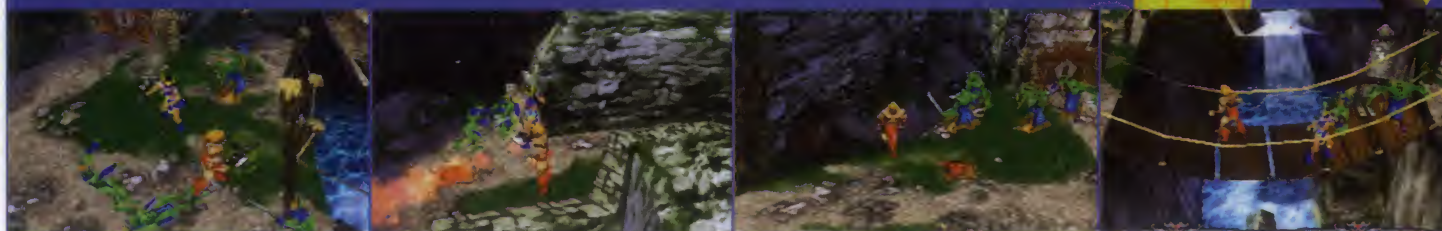
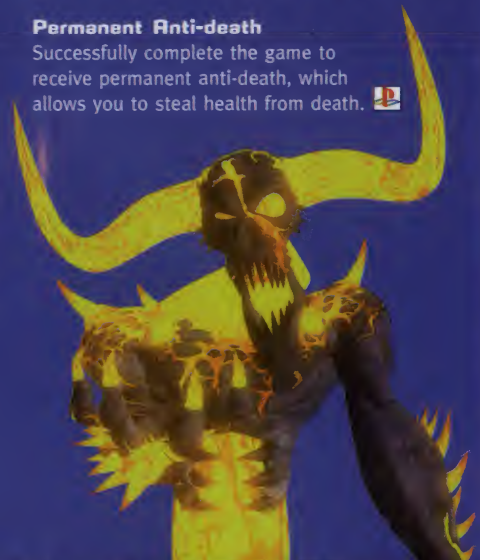
Get a Familiar

Reach level 25 to receive a familiar; Valkyrie

receives an Eagle, Wizard receives a Dragon, Archer receives a Butterfly, and Warrior receives a Dragonfly. Reach level 50 for a better familiar.

Permanent Anti-death

Successfully complete the game to receive permanent anti-death, which allows you to steal health from death. 



NO WORRIES

OFFICIAL
SOLUTION!

Spider-Man

The comics were marvellous, and the game is the best super-hero license ever. In the following pages *PSM* shows you how to handle Spidey and master the game. But don't worry, we won't ruin the story for you.



FIGHT LIKE A BABY

Kid mode is a quick way to ruin the game. Avoid it. It bypasses several of the puzzles and trickier bits and it will even complete parts of the game for you. Here are the general differences:

- Saving is possible at the end of every level.
- The bad guys are weaker.
- There are more pick-ups.
- Hints and directions come up on-screen.

MORE SPECIFIC CHANGES

- Aiming webbing is not necessary.
- The hidden switches are actually removed from the Hidden Switches level.
- The water level doesn't rise in Tunnel Crawl [2].
- Venom's Puzzle only involves pressing two buttons [3].
- Lizard's Maze is now a tunnel you simply follow round [5].
- The Symbiotes have not blocked the walls in the Bugle.
- The lift doesn't get stuck and the cable doesn't break [4].
- A path can be followed through the Underwater Trench [1].
- The whirlpool rooms are automatically emptied before you enter.



LEVEL STRATEGIES

HOSTAGE SITUATION

After passing through the first security check, press the button on the right to open the safe [B], then press the button on the left. Go through the second security check, kill the bad guys and free the hostages. Now pick up the bomb, throw it into the safe and press the right-hand button again.

MISSILE ATTACK

Don't stop moving. Keep climbing upwards, avoiding the boarded or partially boarded parts of the building. If there is no choice, climb quickly round the edges of the boards on to a safe part of the building.

SUBWAY (1 & 2)

It's best to stay on the subway. In order to do that, you must attack the mutants in hand-to-hand combat. The easiest and quickest way to kill them is to push them off the train. You should jump towards the baddies rather than running at them because while you are in the air there is less chance of being hit by the flying acid phlegm that the mutants gob at you. Try to stay at one end of the train so the bad guys only come from one direction and do not surprise you from behind.

TUNNEL CRAWL (5)

Position yourself about two Spidey lengths from the point where the water level reaches the wall in front of you. Wait for the level to fall and rise again. As soon as it touches the wall, wait one second and then press and hold [UP]. Do not let go until you reach the next safe area. Repeat this for the next section. On Hard mode these simple manoeuvres aren't sufficient. You must press [X] and [R2] at the same time to make Spidey drop from the wall and immediately swing back up to it further along. Wait until the wall you are crawling on becomes parallel with the water level and then perform the swing. This can only be achieved



once, as there is no room for a second attempt. On Kid mode it's a lot easier because the water level does not rise.

VENOM'S PUZZLE (4)

There are four switches. Stand with your back to the top switch and activate the buttons as follows: top, right, top, bottom. In Kid mode there are only two switches and they should both be pressed.

LIZARD'S MAZE (See Map)

From the start point (6) take the first left, first right, then the second right.

ELEVATOR DESCENT

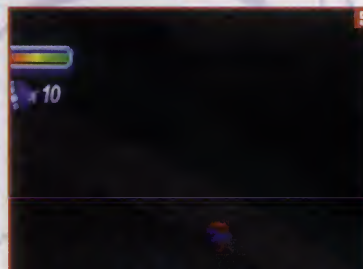
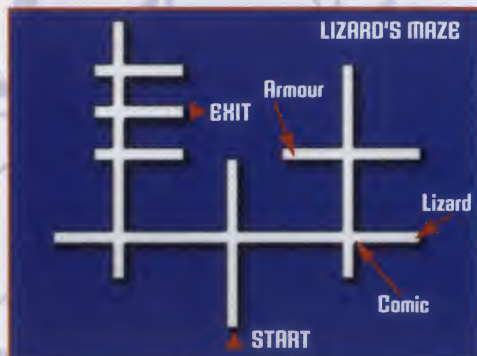
When the elevator stops, travel over to the door on the right-hand side and press the button. When the cable breaks, it is the door on the right that will lead you through to the exit. When playing on Kid mode you'll find that the elevator does not stop and the cable does not break.

UNDERWATER TRENCH

Fire a web ball at the first laser, then swing over to the platform. Fire a second web ball to the second laser, then jump up to the second platform. Continue destroying the lasers one by one in this way so you can swing to each platform without being fried.

STOPPING THE FOG

When the security switch is used in the room with Black Cat, doors A, B and C are opened. Flick the switches the doors reveal to blow the fog machine.



PRESS UP TO CRAWL INTO TUNNEL

SPIDER-MAN BOSSES

Along the journey, our main man will meet a lot of people who want him dead, and because of the evil look-a-like, even the good guys think Spidey's gone bad. The bosses can be a little tricky, so if you're finding them too hard, here's a helping (webbed) hand...

SCORPION

After the thrilling chase to save J Jonah Jameson, you burst in to find him cowering below Scorpion, who's all packed up in his inescapable armoured suit. He wants revenge for the experiment that went wrong, but don't think he's going to get it. As an early boss, Scorpion is relatively easy to defeat. Make sure you keep him busy or he'll attack JJJ, and if JJJ dies it's game over for you too. Run up to Scorpion and attack him by hitting [CIRCLE] or [SQUARE] a couple of times. Only hit him twice, then jump away before he has time to retaliate. Once you're away from him [TRIANGLE], run back in there and attack him twice again. Repeat this process until JJJ runs out of the room, Scorpion follows, and you can start all over again.



RHINO

As thick as two short planks, with a temper shorter than either of them, Rhino uses brute strength to try and defeat our hero. He charges toward you and tries to pin you to a wall with his horn, or he'll just beat you around the head until you die. The best way to conquer him is to stand in front of a wall, barrel or electrified post, let him charge at you, then jump over him at the last second. When he stuns himself [TRIANGLE], turn and hit him twice, then jump away and repeat the trick. As long as he stays stupid enough to run into walls, and you only hit him twice each time, you'll beat him soon enough.





VENOM

Being one of the main bosses, Venom requires a little more concentration to defeat. But if you get it right, you can kill him before he even starts moving towards you. When Venom first disappears, run into a corner and turn to face the open space. As soon as the bad guy's energy bar appears at the top of the screen, it means he's going to appear. Keep an eye out for him and when he materialises, turn to face him **[L]** and hold **[↑]** and **[▲]**. This will make Spidey fire balls of webbing toward Venom, who'll disappear when he gets hit twice. Wait a few seconds and he'll appear again. Face him, fire the balls, and he'll disappear once more. These long-range attacks prevent him from getting anywhere near you, and providing you hit him as soon as he appears, he won't be able to drag you into his clutches.

VENOM (AGAIN) **[L]**

In the sewers, you meet Venom a second time. This time he has taken Spidey's wife, Mary Jane, as a hostage, and intends to drown her as fast as possible. Keep one eye on the four channels leading to Mary Jane, and when one fills with water, follow it to the end and turn off the switch. Keep the other eye out for Venom, and when he appears (usually near a switch), fire a couple of web balls at him. Repeat this process, attacking Venom and making sure Mary Jane doesn't drown, until one or the other dies. But if it's Mrs Parker, it's game over.

MYSTERIO

The copycat has cornered you and grown several



stories high (bad guys always seem to have the advantage). Start at the bottom and keep moving all the time. Run round and round Mysterio **[L]**, taking pot shots with your webbing balls (**[↑]** and **[▲]**) at the glowing receptacles on his limbs. Avoid the lethal cogs that he conjures up and collect as much health and webbing as you can. Work your way up the levels until all the receptacles have been destroyed. Next, avoid the lasers and electric floor panels and web-ball the glowing parts until he shrinks back down to Spidey's size.

DOC OCK

Supposedly a major boss, Doc Ock **[L]** is no challenge as long as you keep on the move. Just run round and round his little cage until a huge button appears. Typically with cartoon characters, big flashing buttons mean bad things for bad guys. Attack this button, then continue running. Jump over the force field wall that appears until another button drops down. Attack this button too. Continue running, jumping and attacking until all four buttons have been activated. When the cage opens, run up and attack Doc Ock until the cage returns. Repeat the dose as necessary.

CARNAGE

Like Venom, Carnage was created by the unsavoury union of a symbiote with a human being. He combines the instantly recognisable features of Venom (big spiky teeth, a long tongue and sharp claws) with those of Doc Ock (four extra arms and a silly name). However,



unlike the previous bosses, Carnage cannot be harmed by physical attacks. Instead, one of three tactics can be adopted:

1. Run round the sonic bubble in the centre, avoiding contact at all times. At some point, Carnage will stop chasing you and throw stuff instead. When he does this, get on the opposite side of the room and press **[↓]** and **[▲]** to pull Carnage through the deadly bubble. Repeat the feat until he's dead.
2. Run round the room, but don't go too far from Carnage **[L]**. When you know a health pick-up is nearby, let the boss hit you. You'll fall over. When you get up you'll have the chance to punch or kick (**[○]** or **[■]**) Carnage into the sonic bubble. When he's in there, run and get the health pick-up and you can start running round again.
3. This tactic takes time, but is the safest of the three. Run round the bubble until Carnage throws his projectiles as with the first strategy, but this time don't fire any webbing, just dodge the projectiles. When Carnage finishes throwing, he'll jump over the bubble to meet you at the other side. As he's jumping, continue running round so he never gets near enough to harm you. As he jumps over the bubble he only loses a small amount of health, so this process has to be repeated several times.

MONSTER OCK

Not really a boss, Monster Ock **[L]** is more of a harder version of the earlier chase levels. He's very fast, so just running away won't work. This is where precision swinging comes in handy. Jumping in the air and holding **[R2]** will make Spidey swing forward, but if you swing too far he'll stick to the end wall, and getting off it loses valuable time. You must learn where to press **[X]** to make Spidey cut his web and fall to the floor before he makes contact with the walls. It is usually the case that you can swing twice, drop from the web, turn a corner and start swinging again. However, there are times when you must climb to the next level. At these points, you will get a warning in advance and Spidey's spider sense will tingle (the screen will light up). When you see this, you must get to the end of the corridor, drop to the floor, press **[R1]** to zip to the ceiling, press **[X]** to drop off, and immediately press **[R2]** to continue swinging on the new level. It takes a bit of practice to get it spot on, but you will manage it, and Monster Ock will soon be chewing your dust. Reach the end of the corridor, watch Monster Ock die and the final cut-scene will take place. Well done! You've just finished *Spider-Man*!





SPIDEY MANIPULATION

HOW TO ATTACK EFFECTIVELY

Our hero doesn't have webbing just so he can swing like Tarzan. Along with the normal punch (■) and kick (●), the webbing can be used in many different ways to attack the bad guys. Pressing a different direction at the same time as pressing ▲ will activate Spidey's different attacks. These attacks can be used in many situations and, when used at the right time, can make tricky problems much easier to handle.

THE MOVES

WEB TANGLE = ▲

Tangles your opponent in a mass of webbing. If enough is used, they will die. This is the best tactic to use on henchmen and grunts. Watch out though, some of the bad guys are resistant to Spidey's web tangle, such as Symbiotes and Lizard's experiments (in the sewers).

WEB BULL = ▲ + ↓

Spidey will fire a web line at the target and, if it connects, will pull the enemy toward himself at an alarming rate. Earlier henchman will die when they hit Spider-Man, but later bad guys require an extra pummeling when they stand up. This attack is necessary in one of the tactics for killing Carnage at the end of the game.

WEB BALL = ▲ + ↑

A long-range weapon best used when you want to cause damage but stay at a distance. This is the best attack to use when you meet Venom for the first time, as the target cannot move for a second or so when the ball makes contact. Continuous pelting with web balls incapacitates the enemy, so they're unable to dodge any more weapons.

WEB TENT = ▲ + →

When this attack is used, Spidey curls into a ball and surrounds himself with an impenetrable layer of webbing. A few seconds later and Spidey bursts out of his cocoon, sending a shock wave in all directions. Although this attack isn't all that powerful, it's great for knocking down lots of enemies all at once and providing an escape route if things get a bit crowded. If there are too many bad guys to cope with, just use the web tent to smash them all to the floor so you can run!

WEB FISTS = ▲ + ← (L)

Using ■ close to an enemy will make Spider-Man attack with his fists. Although this can be used to defeat earlier opponents, later on the bad guys get stronger and more resilient to Spidey's hand-to-hand combat. A way round this is to use the web fists, which cover Spidey's hands in strong webbing and reinforce his attacks. This makes the punches more powerful.

SWINGING

Spider-Man is pretty versatile and mastering his trickery is important. Jumping and swinging is the most widely used tactic for getting round obstacles, so if you can master that, you can get past pretty much anything.

FORWARD SWINGS

From a standing start, face your wall. Jump and, at the highest point of the jump, press and hold R2. Spidey will leap into the air, fire webbing upwards, and swing on it until the desired point is reached. Note: he will only fire webbing if he can reach the target wall in two complete swings.

RUNNING SWINGS

This takes a little practice, but it will enable you to swing to walls that couldn't normally be reached. Face a wall that is between Spidey and the target wall and perform a forward swing. Before the second swing is complete, tap X to drop from the webbing, then turn in mid-air to face the target wall and press and hold R2. Spidey should jump towards the mid-wall, stopping before he reaches it. He should then turn and continue to swing towards the target wall.

SWINGING ROUND CORNERS

This is an extension of the running swing, as the target wall is not always in sight. Start by swinging towards the end wall of the corridor that is in sight, but just before it is reached, cut the webbing, turn the corner in mid-air and press R2 to continue swinging in the new direction.

STOP SWINGS (2)

A stop swing makes Spidey stop swinging wherever he is and zip straight to the ceiling. Useful if you need to avoid danger, or want to stop quickly and survey the situation. To perform the move while swinging, tap X then immediately tap R2. This action cuts the webbing that Spidey is swinging on, but before he has a chance to fall to the floor, he zips to the ceiling out of danger.

DROP SWING

A reversal of the stop swing, Spidey drops from the ceiling (or other high object), and before he hits the floor, begins swinging in the desired direction. To do this, tap X while Spidey is on the ceiling and as soon as he begins to fall, push in the direction you wish to move and press and hold R2. If the target wall is in reach, he will swing to safety before he hits the ground.

CRAWLING AND ATTACHING FROM THE CEILING

Spidey can stick to almost any surface in the game. Master this skill and use it to perform surprise attacks and aerial stunts.

SURPRISE A BAD GUY

Zip to the ceiling using R1 and position yourself right above your prey. Use the guidance circle that appears on the floor to work out where you'll land. Now you can drop down by using X, or you can zip to the floor by pressing R1 again. Either way you'll land right next to the unwitting terrorist and you can begin kicking some evil ass without the threat of any retaliation.

COPING WITH HOSTAGE SITUATIONS

Using the ceiling-surprise as a stealth technique can be a great way to dispense with enemies without them getting all edgy and topping the innocent civilians. Zip to the ceiling with R1 and position yourself over the target bad guy. Make sure no other bad guys are looking at your target or it won't be a surprise. When you're ready, drop to the floor with X or R1 and kill the unfortunate enemy. When he's dead, zip straight back up to the ceiling with R1 and go hunting for more bad guys. To free the hostages, Spidey must walk next to them; they then get up and run away. However, if a bad guy spots them, they stop where they are and call for your help. The baddie will shoot the hostage unless you kill the baddie before he gets a chance. The terrorists have no quarrel with the hostages as long as they are on their knees with their hands above their heads. So whatever you do, don't free the hostages before you've dealt with the bad guys!

Official PlayStation Tips Special features the complete Spider-Man walkthrough – on sale now!



ANY QUESTIONS?

Like to become a pro skater in *Tony Hawk's* and assault the globe in *BattleTank*? PSM is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or e-mail playstation@acp.com.au. Sorry, but we can't give cheats over the phone or reply to letters or e-mails individually.



because I know that that will mean big points. Can you help?
Luke Elston, NZ

A: Let's talk manuals. The manual is a tiny move and is a real doddle to pull off – simply tap ↑ twice in quick succession for a nose manual, or tap ↑, ↓ quickly for the tail-tilted version. On their own they're pretty pointless; use them properly though, and you're in for massive points, as they act as multipliers for the tricks you tack on to them.

The concept's dead simple: you basically pull a trick and make sure you land

in the manual position. You'll probably need a bit of speed behind you, so you can manual along to the next trick area and add more points to your total. The key to combining tricks successfully – apart from getting the timing of your manuals right – is to have a strategy in mind before you do it.

For a complete playguide to *Tony Hawk's Pro Skater 2*, check out the latest issue of *Official PlayStation Tips Magazine*!

Q: Hi Richie, how do you get all the cool and hidden stuff in *Tony Hawk's Pro Skater 2*? And are there more hidden levels on top of the ones you

can already see from the selection menu?
Jason Lambie, NSW

A: PSM has gathered a gargantuan load of gnarly tips for all you *Tony Hawk* freaks! And to answer your question about the hidden levels, there are two. There is the Chopper Drop (explained below) and a sci-fi level called Skate Heaven. (Hint: for that one, you'll just have to keep on playing – hard!) Here you go, enjoy!

Skate as Spider-Man: Create you own skater and beat the game with 100%. You'll unlock Spider-Man and four costumes to dress him up in.

Perfect 10: While playing press **Pause**. Hold **L1** and enter ×, ▲, ●, ■, ▲, ↑, ↓.

Infinite Special: During gameplay, press **Pause**. Hold **L1** and enter ×, ▲, ●, ●, ↑, ←, ▲, ■.

Speed: To increase the speed of the game by 25%, hold **L1** and enter ↓, ■, ▲, →, ↑, ●, ↓, ■, ▲, →, ↑, ●.

Secret Spot: If you enter the Marseilles area and look around you'll notice a tree-filled planter to the right of the starting point. Head over to it and skate close to the fence. Here you'll see a small stick holding up some lampposts. Skate through it and the post will crash through the fence, exposing a

There is an amazing array of stunts and tactics to learn, and plenty of cool hidden items to unearth in *Tony Hawk's Pro Skater 2*.

TONY HAWK'S PRO SKATER 2

Q: Hi Richie, all of my friends tell me that you are the *Tony Hawk* master, so here I am asking you for advice.

I skate myself, so I understand what a manual is and I do know that I should be using them more in *THPS2*. What I'm having trouble with is using them properly during a combo,

BATTLETANK: GLOBAL ASSAULT

There are a lot of things to enjoy in this game, but even the biggest fan has to admit that some of the levels can drag on a bit. To aid your sanity here are level selects. All level codes are entered from the main menu within the 'Input Code' option. Level...

- 2: M, Q, J, B, D, B, P, B, G, B
- 3: R, W, B, Q, B, Z, B, G, B
- 4: W, P, B, C, Q, B, P, B, H, B
- 5: B, Y, T, D, T, C, M, B, H, B
- 6: L, T, Z, D, Z, C, F, B, H, B
- 7: Q, S, G, F, G, C, G, B, J, B
- 8: V, L, S, F, L, C, J, B, J, B
- 9: F, Y, Y, F, W, D, C, B, J, B
- 10: K, C, L, G, N, D, T, B, K, B
- 11: P, L, L, H, D, D, B, K, B
- 12: Y, T, X, M, L, D, K, B, K, B
- 13: D, N, D, H, Z, F, N, B, L, B
- 14: J, G, K, J, V, F, S, B, L, B
- 15: N, Q, D, K, H, F, J, B, L, B
- 16: X, V, D, K, L, F, Y, B, L, B

- 17: H, T, Q, K, T, G, F, B, L, B
- 18: R, P, X, L, G, G, W, B, K, B
- 19: W, Y, D, N, B, G, V, B, L, B
- 20: B, N, X, N, J, H, M, B, K, B
- 21: G, C, Q, P, J, H, W, B, L, B
- 22: L, L, Q, P, T, H, P, B, L, B
- 23: Y, Z, D, Q, S, H, Y, B, L, B
- 24: F, N, C, R, C, J, P, B, M, B
- 25: K, L, K, R, G, J, N, B, L, B
- 26: P, X, X, R, P, J, F, B, K, B
- 28: Y, B, P, S, X, J, R, B, L, B
- 29: J, K, Q, T, R, K, N, B, L, B
- 30: N, X, Q, V, K, K, G, B, L, B
- 31: S, W, C, V, Q, K, T, B, M, B
- 32: X, P, Q, W, B, K, Q, B, L, B
- 33: H, X, K, W, X, L, W, B, L, B
- 34: M, G, V, X, W, L, C, B, M, B
- 35: W, M, B, X, Z, L, L, B, N, B
- 36: B, W, P, Y, K, M, Q, B, M, B
- 37: G, P, B, Y, Y, M, V, B, N, B
- 38: Q, G, P, Z, Q, M, M, B, M, B
- 39: V, J, P, B, B, M, L, B, M, C
- 40: F, H, H, B, J, N, L, B, N, C



Drive tanks, collect power-ups, blow stuff up.

Just the cut-scenes alone make all that combat effort worthwhile in *FFVIII*.

FINAL FANTASY VIII

The quartet of bosses that make up the final challenge in *Final Fantasy VIII* can be exceptionally tough. Especially as the four guises of Ultimecia combined have over 500,000 HP for you to plough through. So here's a strategy to help you get to the final FMV sequence.

You'll need three characters of at least level 100, each with 9,999 HP. Bear in mind that Ultimecia lifts her choice of three characters for the battle: make sure one of them is Squall or you're knackered before you start. Adjust Squall's strength to 255 and use Haste junctioned to Speed. Have all the other characters equip item commands and, at the start of the battle, get one of them to cast Aura on Squall and use the other to keep casting Megalixirs each round. Then hammer away with Renzokuken. Don't panic when some of your fighters get whacked early on – as with natural selection, you'll be left with the fittest characters at the end of the scrap.

A friendly word of caution: in each round you should wait until the witch unleashes Hell Judgement before letting loose the Megalixir. That way, you can make sure you get maximum benefit from the health potion as Judgement reduces all your characters to one hit point each. Follow these simple rules and Ultimecia will be dead in, oh, about half-an-hour, we reckon.



well. Splash into it to go to a secret crypt area.

Unlock Cheats: After clearing every goal and collecting all the cash on every level and competition you will open a new cheat. Complete every level and you'll unlock plenty of new characters and other bonuses.

Unlock McSqueeb: After beating the game 100% with Tony you'll unlock McSqueeb ('80s Tony).

Unlock Private Carrera: You must search for and execute every Gap in the non-secret levels of the game.

Unlock the Spider-Man

Skate Video: Earn three gold medals with Spider-Man to unlock the video.

STAR TREK INVASION

Q: Hey there, Rich! I've just got a new copy of the *Star Trek* game but am having some difficulty (to say the least) getting through the game. Is it just me, or is the game really, really hard?! Do you have any

tactics (at all) that might give me a helping hand?

Spocked-out, via e-mail

A: The first rule of chinning bizarrely named aliens is to pick your target and dog it to its doom. A half-damaged enemy ship can still hurt you, so don't switch targets unless a bigger threat to the mission appears.

Second rule: don't loose off all your big missiles before you need to. If you're simply up against fighters, stick to your primary energy weapons. Save your finite secondaries for meatier, mission-threatening targets, such as Attack Marshals.

Finally, use the strafe buttons as often as possible. An accomplished strafing can slide around enemy ships while pouring a constant

Amazing but true – a fun *Star Trek* game! You'll have a blast in *Invasion*.

stream of hot laser death into their delicate rear-ends. Also, a few left-right shimmies will help you charge towards a small fleet of enemies without taking much damage.

TENCHU 2: BIRTH OF THE ASSASSINS

Q: Okay, straight to it. I'm pretty crap at *Tenchu 2*. I go to take an opponent, only to see them open a can of whoop-ass on me! How can I fix my beaten-to-a-pulp ways?!

Gin, NSW

A: Everyone will have a tricky time of it in *Tenchu 2* when it comes to straight fights. Rikimaru and Ayame aren't agile enough to fend off several opponents at once. The trick is to isolate an opponent, then either take him out quietly with a single blow or draw him away from his colleagues.

If you get stuck in a difficult scrap then scarper. If you run away for long enough, your foe will forget about you, and you can return to have another stab at the silent kill. Of course, take care not to run into

areas where other enemies may lurk – that'll just get you into more trouble. Patience and some knowledge of the level will help.

MTV SKATEBOARDING

Q: I've just got a brand-spankin' new copy of *MTV Skateboarding*, but being the big cheater that I am (yes, my friends always laugh at me about it!) I want to know if there are any cheats that exist for the game? If they do, could you please (I'm begging!) publish them in the next issue of *PSM*? Warren Wicks, Tas

A: Use this cheat wisely! If you want to open up all the levels, skaters and boards then all you need to do is select Single Player, High Score and then enter the code PASWRD. Select End and voila – Bob's your uncle! Isn't he?

MOTO RACER WORLD TOUR

Q: Hi Richie, we've been hiring *Moto Racer World Tour* just about every single weekend lately but we want to know if you can provide some cheats for it? That

Watch those enemies in *Tenchu 2: Birth Of The Assassins* – they can dish out just as much damage as you can.

SYDNEY 2000

If you're sick of rubbing your little paws down to the bone on *Sydney 2000*, then here's a cheat that'll relieve some pain.

In Olympic mode press ←, ←, →, →, ↑, ↓, ←, →, ← at the menu screen to train your athlete to 100% – saving you the bother of shifting his or her wireframe ass against the clock.

Also, a cool feature is unlocked if you win all the gold medals in Olympic mode. You'll suddenly be able to select a new difficulty level – Legend – that only operates in Arcade mode.



Does *Moto Racer World Tour* leave you sweating and cursing at the starting line? Try our cheats then! And try to stay in one piece..

would be great, and thanking you in advance!

The Percy family, via e-mail

R: To get the following cheat codes going, press ■ + ▲ + ● + ↑ in quick succession at the menu to open up more tracks and ■ + ▲ + ● + ↓ for the categories.

38: Q, G, P, Z, Q, M, M, B, M, B

39: V, J, P, B, B, M, L, B, M, C

40: F, H, H, B, J, N, L, B, N, C

C&C: RETALIATION

Q: Hi Richie! Could you please send me some cheats for

Command & Conquer: Retaliation? I can't seem to do much conquering...

Ebbo, via e-mail

R: You know I can't answer everyone's request personally... We have a magazine to produce you know! But just because you said please, here you go. Enjoy!

Giant Ant Missions: Complete the game once then go to England to access the Giant Ant Missions.

Cheat Mode: Click on the 'Teams' button menu with ● or the right mouse button. Then move the pointer over

the following icons on the toolbar and press ●, or the right mouse button, on each.

Instant Iron Curtain: ■, ✕,

●, ✕, ▲, ▲

Reveal Map: ▲, ▲, ✕, ●,

▲, ■

Instant Parabomb: ✕, ✕, ✕,

●, ▲, ■

Instant Chronoshift: ■, ●,

▲, ✕, ●, ●

Ore Turns To People: ■, ✕,

■, ✕, ■, ✕

Instant \$1000: ✕, ✕, ■, ●,

●, ●

Instant Win: ●, ●, ▲, ✕, ✕, ■

Instant Defeat: ●, ✕, ●, ■,

■, ✕

Instant-A-Bomb: ●, ✕, ●,

●, ✕, ■

Named Civilians: ■, ■, ●, ●, ▲, ▲

BUST-A-MOVE 3

Q: Richie, do you know of any cheats for *Bust-A-Move 3*? I just dusted off my copy (haven't played it for a good year now!) and thought there might be some new things that I could unlock. Thanking you in advance!

Mrs Carr, WA

R: To unlock Another World, press ●, ←, →, ● at the title screen. An ant will appear in the lower left-hand corner of your screen to confirm that you have entered the code correctly. Have fun!



ON SALE JANUARY 24

next issue

NEW ZEALAND ON SALE FEBRUARY 7

CRASH BASH

PLAYABLE DEMO

ALSO ON THE DISC...

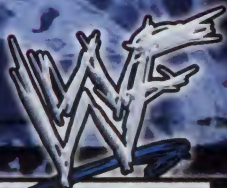
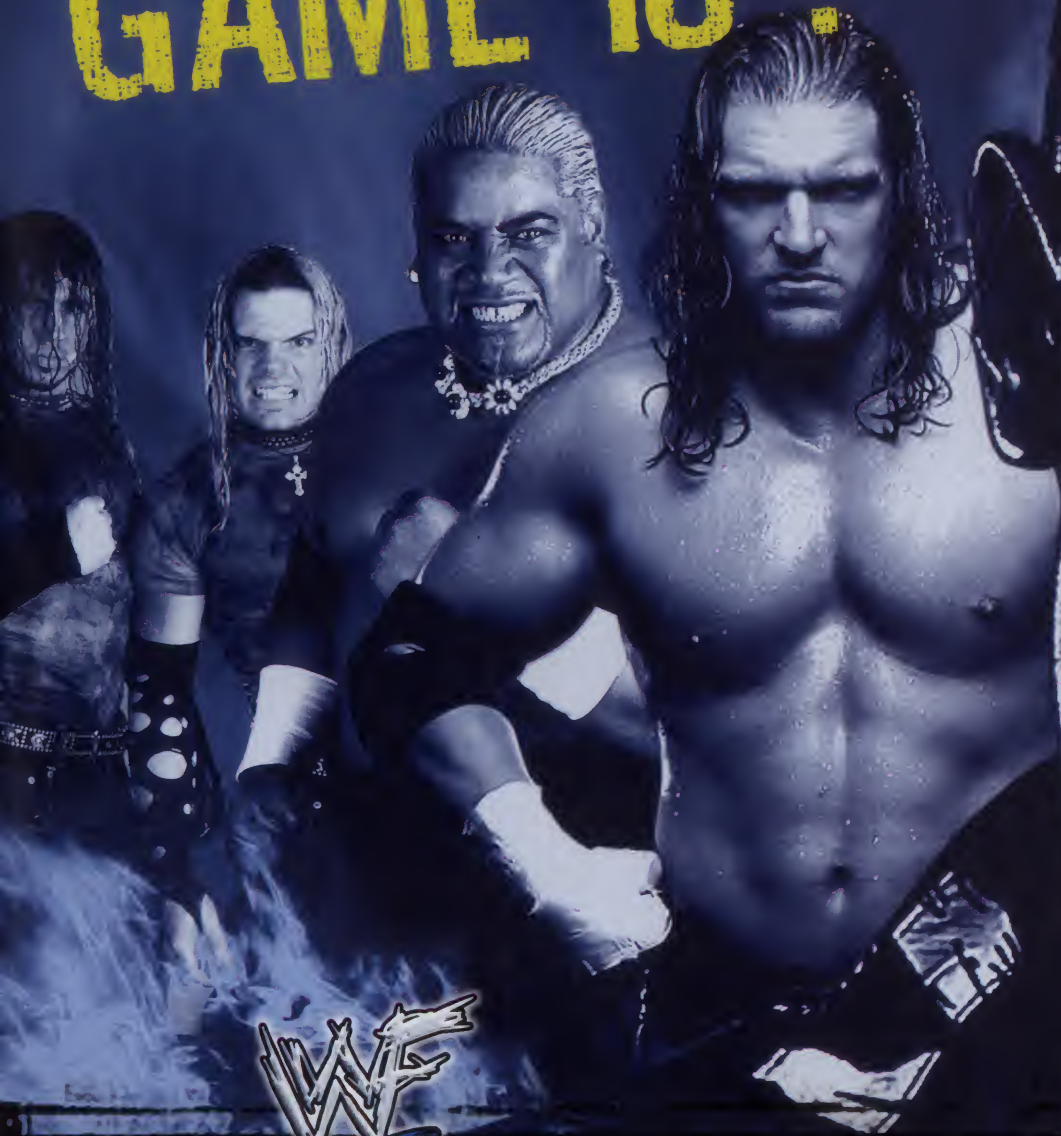
SPYRO 3 - PLAYABLE
TOCA: WTC - PLAYABLE
PRINCE NASEEM - PLAYABLE
JUNGLE BOOK - PLAYABLE
THIS IS SOCCER 2 - PLAYABLE
THE WORLD IS NOT ENOUGH - VIDEO
MAT HOFFMAN'S PRO BMX - VIDEO
MUPPET MONSTER ADVENTURE - VIDEO
MONSTER RANCHER - VIDEO
KOUDELKA - VIDEO



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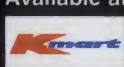
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DRIVER 2

Program: Playable demo



A yellow classic car, possibly a 1960s Ford Mustang, is parked on a street. It has a white roof rack mounted on top. In the background, there are other cars and buildings.



X	Accelerate
← ↓ ↑ →	Steering
■	Brake and reverse
▲	Pull handbrake
●	Burnout
L1	Hard steer
R1	Horn
L2	Look left
R2	Look right
L2 + R2	Look behind
Select	Switch camera view
Start	Pause the game

To have a little tinker under *Driver's* bonnet, check out the review in *PSM* 39 (page 58). Just don't look for chassis numbers...

X-MEN: MUTANT ACADEMY

Publisher: Activision
Genre: Beat 'em up
Program: Playable demo

Here's your chance to train under the watchful eye of Dr Xavier. Our demo enables you to play Arcade or Versus mode as Cyclops or Wolverine.

Controls

- ▲ Punch
- Punch
- ✕ Kick
- Kick
- R1 Heavy punch
- R2 Heavy kick
- L1 Counter-attack
- L2 Throw

Special Moves**Cyclops...**

Optic Blast: ↓ + ↓ + → + → + any punch

Upper Blast: ↓ + ↓ + ← + ← + any punch

Lunge Kick: ↓ + ↓ + ← + ← + any kick
 Hyper Rush: ← + → + R1
 Concussion Blast: ↓ + ↓ + ← + ← + R1 + R2

Wolverine...

Fury Claw: ↓ + ↓ + → + → + any punch
 Samurai Slice: ↓ + ↓ + → + → + R2
 Special Delivery: ↓ + ↓ + ← + ← + R1

Additional Features

The full version of *X-Men: Mutant Academy* features an Academy mode – where you're rewarded for mastering your unusual mutant skills and turning them to your violent advantage – and Arcade and Two-Player modes.

Further Information

To learn how the mutants fared against our tough band of reviewers, check out the review in *PSM 63*.



INCREDIBLE CRISIS

Publisher: Virgin
Genre: Puzzle game
Program: Playable demo

Just when you thought puzzle games couldn't get any stranger, our demo gives you this freaky little taster of *Incredible Crisis*. Bowling Inferno has you trying to outrun a 10-ton ball; Elevator Of Doom puts you in a potentially lethal lift situation; and Let's Go By Stretcher has you dodging heavy traffic ... on a stretcher. Yes, a bit of a weird one.

Controls

Displayed on-screen.

Additional Features

The full game has 24 mini-games, each a mishap befalling Japan's unluckiest family.

Further Information

Look to *PSM 38* (page 52) for a preview of this twisted little game.



Publisher: Crave
Genre: Racing game
Program: Playable demo

SNO CROSS CHAMPIONSHIP

Developer: Blitz
Genre: Action/adventure
Program: Playable demo

ACTION MAN: DESTRUCTION X

Everybody's favourite Y-front-wearing hero is back in town and looking for, er ... action. Your mission is simple enough: find and dock with the Action Man Headquarters vehicle, and then hunt down Dr Gangrene and his evil henchmen. Enjoy.

Controls

- ▲ Fire
- ✕ Accelerate
- Brake/reverse
- R1 Fire selected weapon
- R2 Horn
- L1 Select weapon
- L2 Zoom in
- ↑ Accelerate
- ↓ Brake/reverse
- ← Left
- Right

Additional Features

On release *Action Man: Destruction X* will feature a wealth of rescue, race and chase missions. The evil Dr X has returned to wreak havoc on the city and only our hero can save the day. There

are 36 missions in all, set amid the dark, icy streets of Moscow, the heady downtown districts of Tokyo, and the bustling streets of Metropolis. You'll need to defeat bosses, capture criminals, fight blazing infernos and rescue stranded citizens. To help you out, there is a selection of vehicles on hand, including a superbike, silver Speeder and even a skateboard extreme.

Further Information

Keep your eagle eyes peeled for more *Action Man* info in future issues.

**Controls**

- ✕ Accelerate
- ▲ Change view
- Trick
- Brake
- R1 Rear view
- ← ↓ ↑ → Steer left/right, lean forward/back

Additional Features

The full game boasts several game modes, including Championship, Time Trial and Hill Contest. There's also a Track Editor.

Further Information

Jump on a tea tray and make your way back to the review in *PSM 38* (page 67).



IN COLD BLOOD

Publisher: Sony
Genre: Action/adventure
Program: Playable demo



Escape from the tanker using your stealth skills before the bomb goes off and puts an end to your career as a spy.

Controls

- ✕ Action/talk/examine objects
- Attack
- Activate REMORA device
- ▲ Open/close inventory
- R1 Change views
- L1 Side-step
- L2 Crouch
- R2 Run

Additional Features

This 3D-spy thriller boasts a cinematic plot and plenty of puzzles to solve.

Further Information

Check out our review in PSM 36 (page 66).

THIS IS SOCCER 2

Publisher: Sony
Genre: Soccer sim
Program: Video

Designed to be the ultimate PlayStation soccer experience, *This Is Soccer 2* builds on the original game, adding extras where extras didn't seem possible. Boasting faster, more responsive gameplay, real-time strategy changes, and a completely new shooting system, it's not just received a face-lift but a tummy tuck, liposuction, and a chemical burn. The broad choice of leagues includes World Club Cup, Euro Super League, Euro Club Cup, and domestic tournaments. The Time Warp League also gives you the option to play as a number of teams

from the olden, golden days. This is all great stuff, but our personal favourite has to be the Kids League, in which schoolyard teams kick about on makeshift pitches with jumpers for goalposts. Takes you back...



PRINCE NASEEM BOXING

Publisher: Codemasters
Genre: Boxing sim
Program: Video



After seemingly endless months in development hell, the UK-only release (Codemasters has dumped the flashy prince for Mike Tyson for the local version, including an overhauled game engine) of *Prince Naseem Boxing* heavily features the man himself, along with 15 other international boxers, three different game types, and venues in 16 different international locations.

DINO CRISIS 2

Publisher: Virgin
Style: Survival-horror
Program: Video



After the massive success of the original, videogaming's sharpest horror title is stomping its way back to the PlayStation. The sequel takes place not long after the first game and things are

looking tricky: it soon becomes apparent that, despite prior events, no lessons were learnt and the deadly research work has continued. Cue disaster and a terrifying battle. But this time it's you against the dinosaurs on their own turf – a suitably prehistoric jungle environment. Bearing in mind that this dense foliage provides the perfect hunting ground for more than 10 different species of dinosaur, *Dino Crisis 2* is not for the faint-hearted. In fact, you might want to have some clean undies close by...

ALIEN RESURRECTION

Publisher: Fox Interactive
Genre: First-person shooter
Program: Video

Scariest than waking up next to Dame Edna, *Alien Resurrection* has to be one of the most terrifying games ever produced. Following the film's storyline, these missions keep you dicing with death every step of the way as you encounter face-huggers, acid blood and the big mothers themselves. Your chances of survival are slim, but the future of Earth is in your hands, so get to it...



THE LEGEND OF DRAGON

Publisher: Sony
Genre: RPG
Program: Video

The Legend Of Dragoon has been no less than three years in the making, and it's going to take four discs to contain the end result, but this sprawling fantasy RPG threatens to be worth the excessive wait all the same. Not surprisingly, you find yourself in a mystical world of sorcery, swords and dragons. You play as one of nine different characters, the stressful task of fulfilling your destiny taking you across continents and into the paths of numerous enemies. Expect plenty more than the occasional tunic-clad ruckus.

DOWNLOAD

How To Use Our Download Cheats

Stick a Memory Card in your PlayStation and pop in the demo. Select Download from the main menu using ✕ and scroll through the saves using ↑ and ↓. Select the save you want by pressing ✕ and it will be stored on your Memory Card. Now use these cheats on the full copies of your games.

**TENCHU 2**

This month's download is an exclusive level produced for us by Acquire, developer of the supreme stealth 'em up *Tenchu 2* (you will need a copy of the full game to play it). You won't be able to play this mission anywhere else, so make sure you use an official Sony Memory Card for the download and don't lose it. The level's set in the mountains, and you're able to play as either Rikimaru or Ayame. Your goal is

to pick up a secret message and deliver it to Lord Matsunoshin without being seen. You'll need to outwit a number of enemies, including the infernal Demon Ninja. Beware: it's a beast of a mission. You've only got two minutes to successfully carry out your task and the second you're seen or exceed the time limit, it's game over and you'll have to start again. A few words from the wise – bare feet snap twigs quicker than the sword swings.



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IN THE MORNING!" - SARGE**



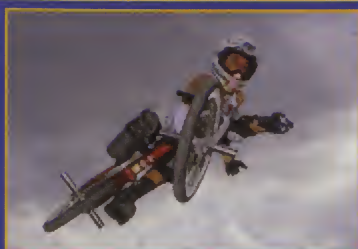
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famous last words dave mirra



Dave Mirra recently jetted Down Under (BMX in tow) to flaunt his prowess at skate parks around the country. Much to the grief of amateurs.

With good friend Ryan Nyquist as his partner in crime on a visit to Australia, Dave Mirra wowed audiences by day and played PlayStation by night. Both Dave and Ryan were motion-captured and star in *Dave Mirra Freestyle BMX*. We managed to pull Dave away from the PlayStation for a tongue-wag about his game and what life's really like as a professional bike rider.

Official PlayStation Magazine: What was it like doing the motion capture?

Dave Mirra: The motion capture for the game was definitely a lot of work. It was a lot of time. Two days straight – but it was definitely worth it. As you can see, a lot of the moves and stuff look very real, which is cool.

PSM: How many hours did all of the motion capture take?

DM: Oh, I bet we put in at least a good 12 hours. That's a lot for just two days!

PSM: So you got to wear the body suit with those balls all over it?!

DM: Yeah, we got the whole deal! It was crazy!

PSM: Were you involved the whole way through the development process?

DM: I was involved the whole way, but not 100 per cent. You know, they were working hard on it, across the other side of the country and stuff, but definitely as much as I could.

PSM: We can see that you've been playing a fair bit and it's pretty obvious that you're a big fan of your own game. Is a BMX game something that you've wanted to do for a long time or was it something that you've always personally wanted to own?

DM: I just never, ever thought that it was possible and now that the sport is getting bigger and stuff like that, it's great that it's now actually possible. I've always loved playing games. *Tony Hawk's* was awesome, my game's great, *Cool Boarders*... It's just a game that has something to do with what I do, so it is something that I really love to play.

PSM: So you're happy with the game?

DM: Yeah, for the most part. I think it



"I've always loved playing games. *Tony Hawk's* was awesome, my game's great..."

came out really, really well but for the sequel we could step it up and do something that's even better.

PSM: Are there any plans for a PlayStation2 version just yet?

DM: Yeah, the sequel I think is going to be on PlayStation2.

PSM: Is there anything particular that you hope will be in the sequel?

DM: I really just hope we can take this game and make it a bit better. Just more 'tweaked'! You know, make the levels just that much more fun. Make it a little new and different. I want it to be based on the same game, but just more advanced.

PSM: Tell us a little about the levels in the game. Is it true that the first level is actually your backyard?

DM: No, no a few are made up but ah,

the Greenville Park one is awesome, Woodward is awesome, Eastwood is also awesome and I think that San Jose is also very cool. There are a lot of options that you can do. The levels are designed so that you can do a lot of grind stuff. There's a lot of halfpipe stuff that you can do. You can just kinda connect it all together and get some good high scores, I guess.

PSM: What does your game have that bike games in the past haven't had?

DM: I think it's the availability of tricks. Most of them have also lacked graphically. In this one you connect up to 1300 tricks! Messin' around with the controller... As long as you get used to the controls, you can pretty much do anything. That's the most insane.

PSM: What other games are you into?

DM: *Gran Turismo* is awesome. I like that a lot. *Tony Hawk*, um the *Cool Boarders* games. I played a lot of those. That's probably pretty much my favourite games.

PSM: Have you always been a big gamer? Did you own an Atari?!

DM: I had a ColecoVision, I had a Sega. I don't think that we ever had an Atari and I was always into riding my bike, but one of my friends would always come over and play. Especially when it was raining.

PSM: Did you ever play the BMX section in the original *California Games*?!

DM: Yeah I did! Oh, did I play that! You could do frontflips in that game! And tabletops! Yeah, I remember that!

PSM: How are you enjoying Australia?

DM: It's really great. It's my first time here. I just wish my body was on better schedule so that I could be more awake – in the daytime!

PSM: As far as BMXing goes, what are your goals next year?

DM: Just hopefully doing as well as I did this year, or even a little better. I really do hope that I can just keep promoting the sport of BMX and that it grows more and more. Being a contributor to that is really important.

PSM: At what stage did you think that you were World Champion material?

DM: I guess I just rode really hard and put a lot of heart into it. I never really thought "I'm ready to turn pro". A lot of guys just said that I should have a shot, so I basically just went for it.

PSM: Thanks Dave, that's cool!

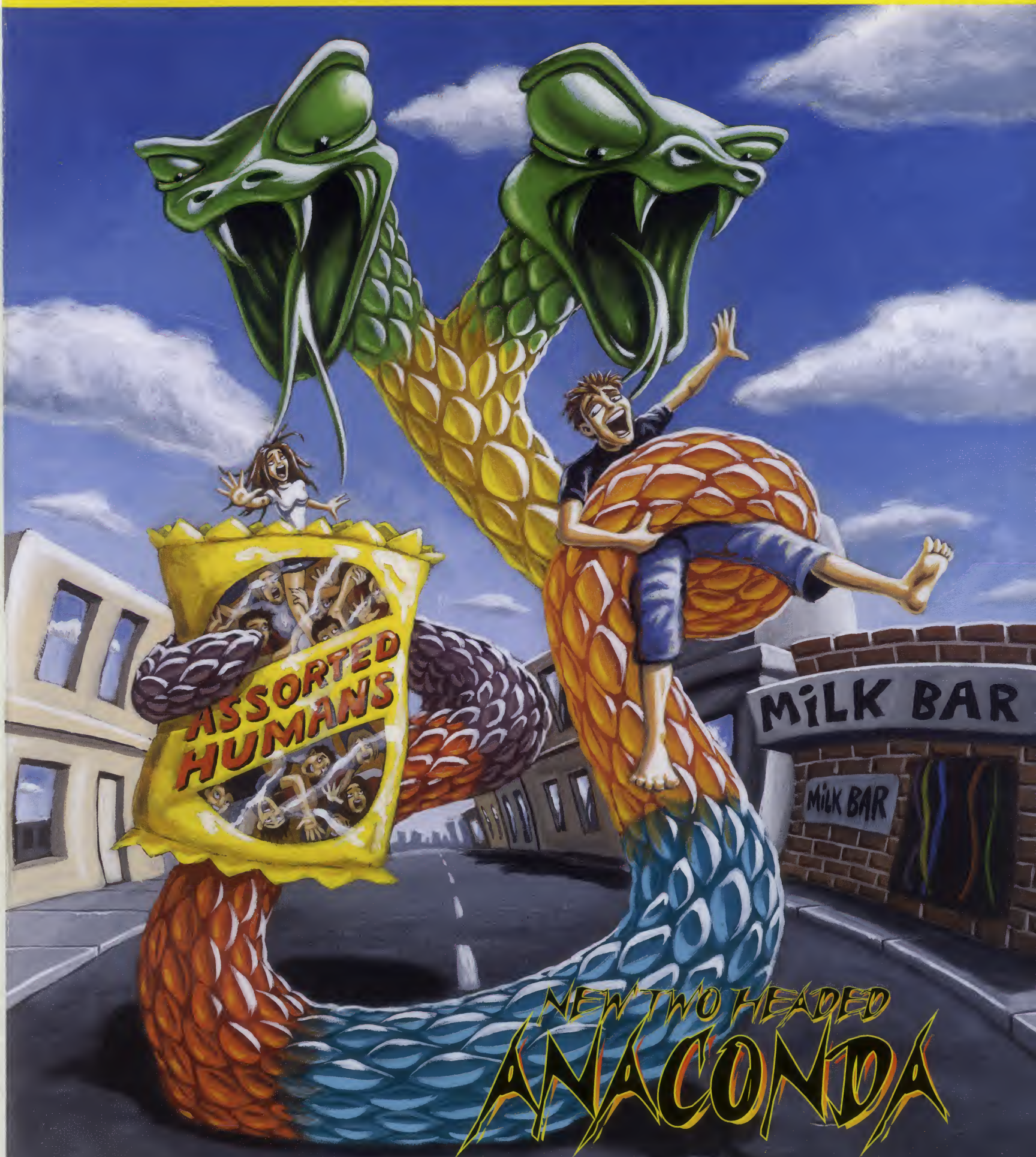
DM: Oh cool, you have a good day now!



Dave Mirra demonstrates how to do one or two of his 1300 tricks...



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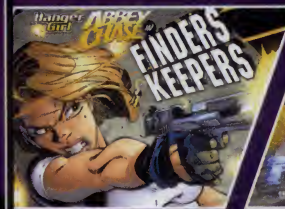
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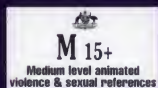
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Original art by the creators



Classic Danger Girl signature moves



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